

75P
Every Thursday

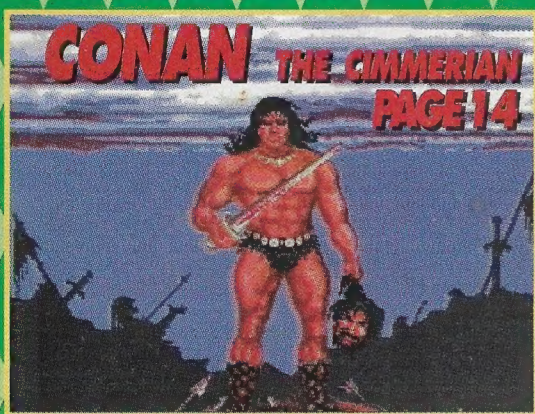
IF YOU WANT TO SEE IT FIRST, THEN BUY GAMES-X

GAMES-X

16th - 22nd
Jan '92
Issue 38

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

EXCLUSIVE:



CONAN THE CIMMERIAN
PAGE 14

PREVIEWED:



DUNE
PAGE 45

GAMES INSIDE...

- ★ STEVE McQUEEN
- ★ HARE RAISING HAVOC
- ★ GOLDEN EAGLE
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- ★ DAEMONGATE
- ★ THUNDER SPIRITS
- ★ MEGA DRIVE - PACMANIA
- ★ UNDEAD LINE
- ★ PLUS MANY MORE...

VIRGIN GOODIES YOURS FOR THE TAKING



HELP!
EXPLORE
PART THREE
OF OUR
ST/AMIGA
BEGINNER'S
GUIDE

EXCLUSIVE: HARLEQUIN FROM GREMLIN



LEMMINGS ON THE FAMILCOM P.24



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NEWS, REVIEWS, HINTS AND TIPS FOR YOUR MACHINE



CARS AND DRIVERS



The beginning of 1992 will see the release of **Cars and Drivers** by Electronic Arts. The game takes the best bits of Test Drive, Hard Drivin' and Indianapolis 500 and rolls them into one incredible racing challenge.

Featuring a series of different tracks, the idea behind the game is to drive some of the world's top cars. Jump into either a Ferrari F40, a Lotus Turbo Esprit, a Porche 959 or even a Corvette and you're off!

Featuring some pretty impressive 3D routines, the game gives an overhead view of the track before revealing the vehicle which has been selected. Once inside you can take a quick glance at the dashboard before hitting the accelerator.

The programmers have perfected the 3D shadow effect and now you can even see the car's silhouette following you around the course!

Actually controlling the motors will take some practise if you want to break records, but both novice and expert drivers will enjoy the thrills of Cars and Drivers. Due soon from Electronic Arts, initially on the PC.

V FOR VICTORY

From the authors of Harpoon, Megafortress and Armour Alley comes **V for Victory**, perhaps the most complete strategic WW II game ever.

Programmed with both the die-hard strategist and novice in mind, V for Victory is a real-time war game that recreates the battles between the German and Allied forces on the north

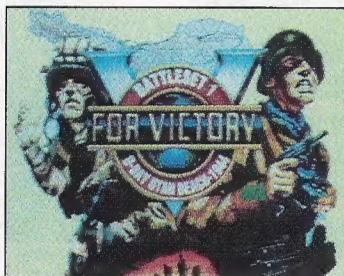


coasts of France, and in particular the struggle for the control of Cherbourg.

All actions have been simplified to allow an easy-to-use point and click control method. Would-be generals can assume responsibility for all their force's moves, while newcomers may prefer to let the computer assume the role of second in command.

The action takes place both during the night and day and players can choose whether to take control of the German or Allied troops.

Released by Electronic Arts, V for Victory will initially be available for the PC and Mac. Decisions are still being made concerning an Amiga version.

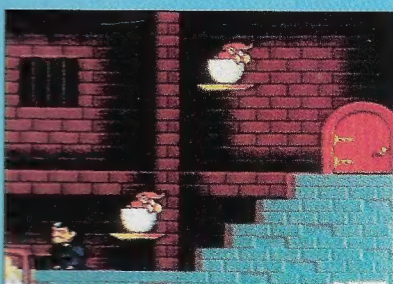


THE ADDAMS FAMILY

Christmas time usually sees one or two movie smashes, and 1991 was no exception. Ocean is soon to release its conversion of the season's mega movie, **The Addams Family**. Due for release in March, the game will be available on the Amiga, ST, Amstrad, Spectrum, Commodore 64, Game Boy, NES, and Super NES, to name but a few.

The Addams Family will take the form of a platform game with a sprinkling of arcade-adventure for good measure. Featuring all the usual characters; Morticia, Gomez, Lurch, Fester, Frump, Pugsley and Wednesday, your task is to rescue the members of the whacky family, while avoiding all sorts of traps in the process.

The Addams Family is being programmed in-house at Ocean and resembles a combination of Sonic, Super Mario and Mickey Mouse! Looking at these screen shots it's going to be an enormous hit.



TENNIS CUP 2

For a while Tennis Cup reigned supreme, then came Pro Tennis Tour 2 and Loriciel's sports game was knocked off top slot. February however, should see Loriciel returning back to its rightful place when **Tennis Cup 2** hits the streets.

Looking remarkably similar to its predecessor, Tennis Cup 2's main differences lie in the improved control methods. Unlike other games of similar ilk, Tennis Cup 2 will let court aces play against competitors who have never

HEROES OF THE 357TH

March will see the landing of Electronic Arts' **Heroes of the 357th**. Following on from the Chuck Yeager air combat game, **Heroes of the 357th** involves you as one of the legendary members of the 357 squadron, an elite group of bomber pilots.

The game sees your P-51 escorting the likes of flying fortresses on bombing runs deep into the German heartlands. You'll be called upon to perform a number of missions, ranging from lightning strike bombing missions, strafing runs, fighter interceptions and escort duty.

Visually stunning, **Heroes of the 357th** looks to be a real corker. Players may choose from single missions or complete campaigns, as well as selecting the difficulty level of the action.

The PC version is due for a March release.



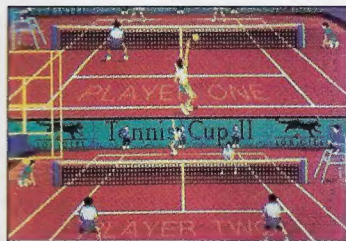
AVENGER

Wow, what a year 1991 was for our Liverpoolian friends at Psygnosis. Cracking games such as *Leander*, *Oh no! More Lemmings* and *Barbarian 2* all helped to make this one of the world's greatest software companies.

1992 looks as though it could be even better, and April will see yet another mega game coming from across the Mersey. *Avenger* sees you leaping into the cockpit of either a F-14 or F-18 as you set off on a mission to wreak havoc on the enemy.

Patrolling designated areas you'll have to keep your eyes peeled for all manner of potential targets; gunboats, Scud missile bases, convoys, bridges, trains and enemy HQs - all of which make for excellent cannon fodder.

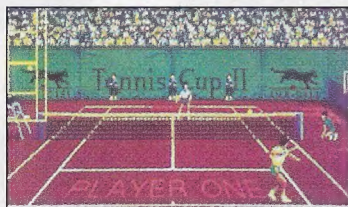
Avenger sees you attempting missions during the day and night and will test the most skilled pilot's reactions. Play *Avenger* as either single missions or an entire campaign, the choice is yours.



even been on a tennis court. *Tennis Cup* will allow you to set the computer help levels, meaning that if you are brilliant at backhand but sad at serving you can tell the computer to intervene on your behalf.

Players can try their hand against each other or the computer, in both single and doubles matches.

Tennis Cup 2 will be released by Loriciel in February and will be available for the ST, Amiga and PC.

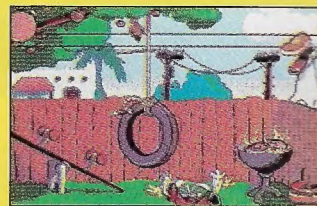


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Those ever-present Lemmings hit the Famicom as do both *Dimension Force* and *Thunderspirits*. See *Double Dragon II* on the Mega Drive, plus *Pacmania* and *Undead Line*.

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Oh No! More Lemmings codes, plus *Leander*, *WWF*, *Gradius III* and a bundle of speccy cheats.

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A comprehensive guide to *CardiXX*, the major league shoot'em-up, plus the second part of *Rick Dangerous 2*.

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The medic who makes Eeyore look positively euphoric - that's cheerful for the ignorant.

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The superb *Daemonsgate* from Gremlin Graphics and *Dune* from Virgin.

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Win an exclusive Virgin bomber jacket in this fantastic competition!

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If, like the team here at GX, you are feeling the pinch after Xmas, take a look at some bargains.

Game of the Week



Harlequin 12

Gremlin has done it again with another corker! A platform romp featuring a colourful one-piece...

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NEIGHBOURS

Well it just had to happen, didn't it! While some companies are busy snapping up the licences to multi-million pound movies, Zeppelin has been setting its sights on Ramsey Street, home of the Neighbours.

The game sees you becoming Scott Robinson, a happy-go-lucky schoolboy who lives for all that is pure and wholesome. Being an all-Australian boy, Scott likes nothing more than skateboarding, and it is around this pastime that the game is centred.

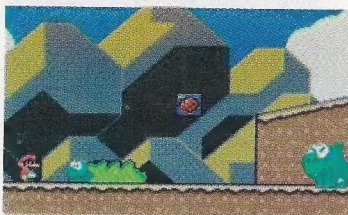
Lining up against the likes of Charlene, Henry, Mike, Matt and Bronwyn, you must whiz around an obstacle-laden course in an attempt to beat the other kids to the finish. *Neighbours* should be released by Zeppelin games any day now and will be available for the Amiga.

NINTENDO GUIDES

If you've got a Nintendo and victory is eluding you, don't worry, Penguin is here to save your sanity with a series of Nintendo guide books. The five books cover all aspects of Nintendo games and are available for only £2.99 each.

Watch out for *How To Win At Nintendo Games 2, 3 and 4*; *How To*

Win at Game Boy Games and also *Super Mario Bros.*



RAMPARTS

One of 1991's strangest arcade games was Atari's *Ramparts*. Well, Electronic Arts has signed it up for what looks like a February release.

The game itself is a subtle blend of arcade action and intense strategy. Played against either a friend or the computer the game is split into offensive and defensive stages.

When attacking your opponent the idea is to smash the walls of the enemy fortress to pieces. The defensive section is similar to Tetris in that you have a limited time to place blocks in strategic positions; it is this section of the game that sorts out the men from the boys, and the women from the girls!

Ramparts will be available from Electronic Arts on the Amiga, ST and PC. Watch out for it!



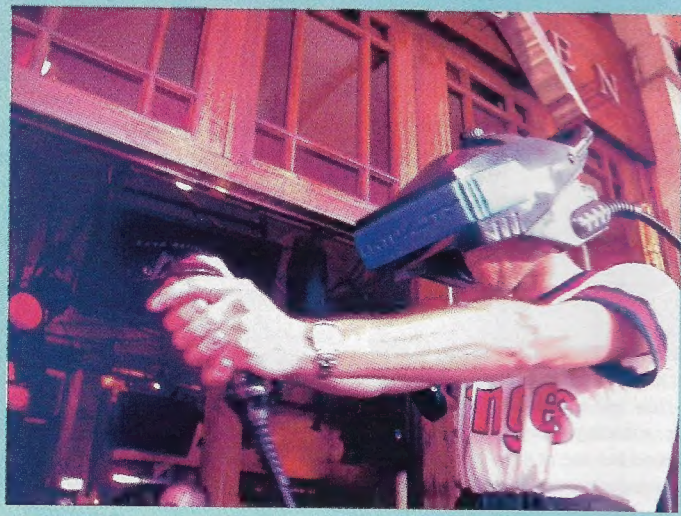
MORE VIRTUAL REALITY

Since *Games-X* first reported on Dr Jon Waldern, the inventor of the virtual reality arcade machines, W Industries has turned into an international business.

The virtuality studio has since been busy designing and building new games and machines which it reckons will take the near-real experience an amazing step further.

Just before Christmas, W Industries introduced *Exorex*. In this game you pilot a giant two-legged machine inspired by the AT-ST walkers in *Star Wars*. Stomping through the city you must stalk your opponents and blast them to pieces with metal melting heat rays.

In contrast, also designed for the CS 1000 is an epic *Dungeon and Dragons* game called *Legend Quest*, which hit the streets this week. Set in Medieval times, up to nine players can participate, taking on the guise of stock D&D characters. There's even a facility to link up to other machines. Watch out for reviews of both machines in future issues of *Arcade Extravaganza*.



ON THE SHELF!

Here is a list which has been compiled by *GX*, with the help of Centresoft and Leisuresoft, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
A10 Tank Killer	Dynamic	Amiga	£34.99	18/1/92
Animals in Motion	On Line	CDTV	£29.99	18/1/92
Edd the Duck	Zeppelin	Spectrum, C64	£3.99	18/1/92
		Amstrad	£3.99	18/1/92
Gettysberg	Impressions	Amiga, ST	£29.99	18/1/92
Grand Prix	Microprose	Amiga	£34.99	22/1/92
Jupiter Masterdrive	Action 16	Amiga, ST	£7.99	18/1/92
Mystical	Action 16	Amiga, ST, PC	£7.99	18/1/92
Operation Thunderbolt	Ocean	C64 disk	£14.99	18/1/92
Populous 2	Electronic Arts	Amiga	£29.99	20/1/92
Paperboy 2	Mindscape	C64 disk	£14.99	18/1/92
		C64 cass	£10.99	18/1/92
Rotex	Action 16	Amiga, ST, PC	£7.99	18/1/92
Sarakon	Leisure Genius	C64 cass	£10.99	18/1/92
		C64 disk	£14.99	18/1/92
Sir Fred	Action 16	Amiga, ST	£7.99	18/1/92
SWIV	Storm	C64	£16.99	18/1/92
		Spectrum	£15.99	18/1/92
		Amstrad	£11.99	18/1/92
Trivial Pursuits	Domark	CDTV	£39.99	22 /1/92

GALLUP CHARTS

It's here, your weekly look at what's up, what's down, what's new and what's what.

1	◆	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
2	◆	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
3	▲	DIZZY'S EXCELLENT ADVENTURES House: CODEMASTERS Team: VARIOUS
4	▼	TERMINATOR 2 House: OCEAN Team: DEMENTIA
5	◆	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
6	▲	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
7	▲	BIRDS OF PREY House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUGHTS
8	▲	JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
9	▲	ROBOCOP 3 House: OCEAN Team: DID
10	▲	CARTOON COLLECTION House: CODEMASTERS Team: VARIOUS
11	▼	SOCCER STARS House: EMPIRE Team: VARIOUS
12	▼	TURTLES - THE COIN-OP House: IMAGEWORKS Team: PROBE
13	★	NINJA COLLECTION House: OCEAN Team: VARIOUS
14	▼	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
15	▲	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
16	★	MICROPROSE GOLF House: MICROPROSE Team: THE THOUGHT TRAIN
17	▲	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
18	▼	PITFIGHTER House: DOMARK Team: TEQUE
19	▼	POPULOUS 2 House: ELECTRONIC ARTS Team: BULLFROG
20	▼	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS

1	◆	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
2	▲	BIRDS OF PREY House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUGHTS
3	▲	ROBOCOP 3 House: OCEAN Team: DID
4	▲	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
5	▲	JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
6	▼	POPULOUS 2 House: ELECTRONIC ARTS Team: BULLFROG
7	▲	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
8	★	TERMINATOR 2 House: OCEAN Team: DEMENTIA
9	▼	LEANDER House: PSYGNOSIS Team: TRAVELLERS TALES
10	★	MICROPROSE GOLF House: MICROPROSE Team: THE THOUGHT TRAIN

1	◆	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
2	▲	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
3	▼	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
4	▲	MICROPROSE GOLF House: MICROPROSE Team: THE THOUGHT TRAIN
5	▲	JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
6	★	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
7	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
8	▼	TERMINATOR 2 House: OCEAN Team: DEMENTIA
9	▼	MEGA LO MANIA House: IMAGEWORKS Team: SENSIBLE SOFTWARE
10	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS

1	◆	NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE
2	◆	ROBOCOP House: HIT SQUAD Team: PETER JOHNSON
3	◆	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
4	▲	DOUBLE DRAGON 2 House: TRONIX Team: BINARY DESIGN
5	◆	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
6	▼	CHASE HQ House: HIT SQUAD Team: TEQUE
7	▲	BATMAN THE MOVIE House: HIT SQUAD Team: OCEAN
8	★	STUNT CAR RACER House: KUKX Team: GEOFF CRAMMOND
9	▲	TURRICAN House: KUKX Team: FACTOR 5
10	★	DIZZY PANIC House: CODEMASTERS Team: OLIVER TWINS

1	◆	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
2	▲	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
3	▲	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
4	★	F-117A STEALTH FIGHTER 2.0 House: MICROPROSE Team: MPS LABS
5	★	LINKS House: US GOLD Team: SSI
6	▲	EYE OF THE BEHOLDER House: US GOLD Team: SSI
7	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
8	★	PITFIGHTER House: DOMARK Team: TEQUE
9	★	BATTLE OF BRITAIN House: LJCASFILM Team: IN HOUSE
10	★	MINI OFFICE 2 House: EUROPRESS SOFTWARE Team: IN HOUSE

★ New Entry ▲ Climber ◆ Non mover
▼ Faller ★ Re-entry

All Games-X charts are compiled by Gallup Ltd, and are copyright of European Leisure Software Publishers Association.

FRIGHTENINGLY TEMPTING

To mark the launch of Virgin's astonishing shuttle simulation, *Games-X* and Virgin Games, present a G-Force pulling chance for you to be a winner.

Would you like to be the cool dude strutting down the street in a stylish Virgin designer bomber jacket and T-shirt with a copy of the Epic Shuttle tucked under your arm? If so, then prepare to put pen to paper.

SPOILT FOR CHOICE

Meanwhile, the 10 runners-up will receive a super Virgin T-shirt and recent Virgin game of their choice on the format they prefer.

There for the taking are such chart busting titles as Jimmy White's Whirlwind Snooker, Realms, and Rolling Ronnie.

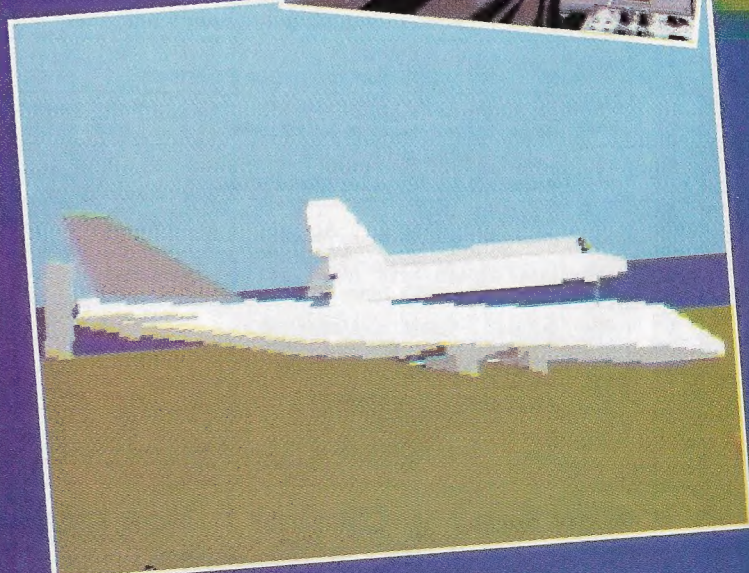
To emerge a winner, just answer the following questions:

- 1 Name the first man to step on the moon.
- 2 What was the name of the first shuttle to achieve a successful mission?
- 3 True or false. A dog was sent into space during the first Russian space programme.
- 4 I would like to live on the moon because... (in not more than 10 easy words.)

Remember to post your entries to: *Games-X*, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. Entries must arrive before 6th February 1992.



WIN A DESIGNER BOMBER JACKET AND FAB VIRGIN GAMES



WE HAVE LIFT OFF

Name.....

Answer 1

2

3

4

Address.....

Post Code

Machine type.....

I also own a

RULES

No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The judge's decision is final. No photocopied competition entries will be accepted.

STORM



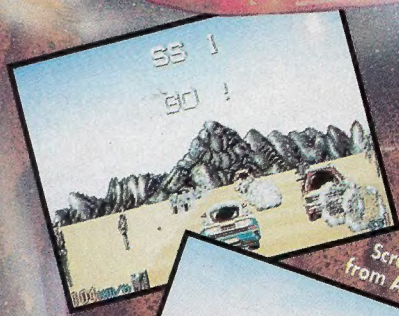
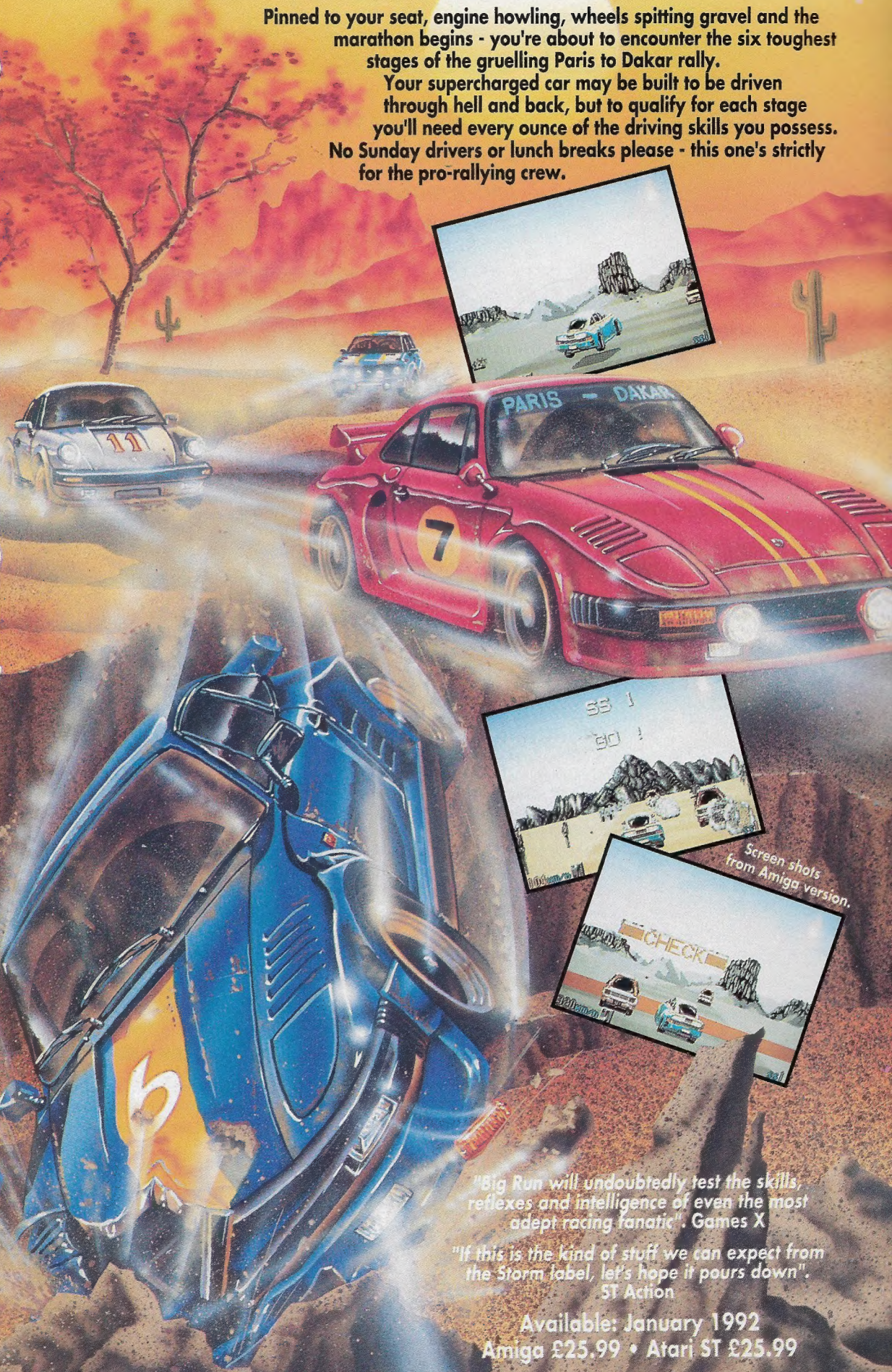
SALES CURVE

"HIT THE ROAD!!" "WHAT ROAD?"

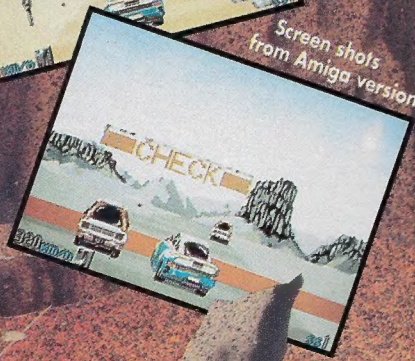
Pinned to your seat, engine howling, wheels spitting gravel and the marathon begins - you're about to encounter the six toughest stages of the gruelling Paris to Dakar rally.

Your supercharged car may be built to be driven through hell and back, but to qualify for each stage you'll need every ounce of the driving skills you possess. No Sunday drivers or lunch breaks please - this one's strictly for the pro-rallying crew.

B T G R U N



Screen shots from Amiga version.



"Big Run will undoubtedly test the skills, reflexes and intelligence of even the most adept racing fanatic". Games X

"If this is the kind of stuff we can expect from the Storm label, let's hope it pours down". ST Action

Available: January 1992

Amiga £25.99 • Atari ST £25.99

The Sales Curve Ltd,
50 Lombard Road,
London, SW11 3SU
Tel: (071) 585 3308.

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The dustbin on my Amiga is supposed to remove unwanted bits, but it never seems to get rid of anything.

When I'm on Workbench, I drag things into it and they promptly disappear, but when I load up again, they are still there. Why? I don't have the same trouble on my ST.

Basically, the Amiga 'trashcan' acts like any other window on the screen, except that it's visually most different, you can't delete it or move it into a drawer. So when you think you're getting rid of some piece of information you're actually storing it away for the time being.

To erase the information for good you have to highlight the trashcan by clicking once with the mouse, and then selecting the 'empty trash' selector.

The unwanted material will then be mere seagull fodder for the great computer rubbish tip.

The ST, however, is much more straightforward. A simple case of dragging the unneeded stuff from its present position so it goes over the waste-basket. You are then asked if you want it deleted. A simple yes or no answer will suffice by clicking with your mouse.

In both cases, it's no good erasing things from the trashcan unless your disk is read-writable.

Move the plastic tab so you can't see through it, otherwise you'll never be able to remove anything!

HELP!

Welcome to the penultimate instalment of the essential help guide for all newcomers to the Amiga and ST computer scene. We have endeavoured to cover most problematic aspects which people encounter, but if there are any more, let us know.

Q I bought my Atari ST second-hand but both the joystick and mouse don't always work. If I wiggle the connector around a bit it works for a while, but then stops when I'm on my way to a high score. What can I do?

a A common problem this, especially for second-hand users of Atari STs. The problem is caused by frequent changes at the joystick and mouse ports.

Eventually, natural wear and tear damages the connections and ruins accurate play, and can even result in their complete failure.

Take it to a reputable computer repairer, or if you're a dab hand at electronics and the warranty's finished, you could try resoldering the damaged connections.

You could also send it back to Atari or Commodore, but be prepared for a fairly lengthy wait.

Q When I turn on my Amiga it always asks me to insert the Workbench disk. This I do and everything seems fine but when I try to load my latest game, nothing happens and I can't get it to load. Please help!

a Although the Amiga asks for a Workbench disk to be inserted when you turn the computer on, it doesn't necessarily require one to work. Most games 'autoboot' without

FILO FAX

Q Everything was working fine until the other day. A message came up on the screen and now I can't load most of my favourite games. What's happening and what can I do?

a The sad face of modern computing is the emergence of viruses. You may have heard of them in the news, erasing valuable information from computers of large companies. Unfortunately, they also strike the humble home computer.

Viruses come in many guises, all with the intent of duplicating themselves without the user's knowledge, damaging data and disks, or simply ceasing game operations. Without any warning, the first thing you notice about them will probably be an on-screen message or corrupted disks.

Once you know you're infected switch off your computer via the power and remove the infected disk. Leave for at least 30 seconds

to ensure it is finally erased from memory, otherwise the virus can be transferred to the next disk.

The removed disk will now be hot, so keep it separate from the others, and it's advisable to seek out a decent virus killer and protector from a reputable Public Domain library. Try some of the adverts within this issue.

Use the virus killer program and check ALL of your disks. It only takes one to infect the entire bunch again. Hopefully the virus killer will remove the virus, protect your disk and repair the problem.

However, if you have a particularly virulent virus, the data may be irrecoverably damaged and lost forever.

If the virus killer doesn't recognise the virus, ask around. Most virus killers are quick of the mark with new strains, but until you can get one, write protect your disks (see last week) and cold start your computer each time, by switching off your machine for 30 seconds for each game.

Workbench, in fact they necessitate a start from afresh. So to load your game simply ignore the Workbench prompt and insert the game disk. Easy, don't you think?

Q I can't make head nor tail of the delete and the back arrow key. When I type things and use one of them, everything seems to go

weird and the wrong text disappears. Can you explain simply what is what?

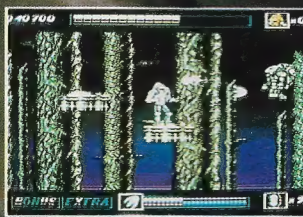
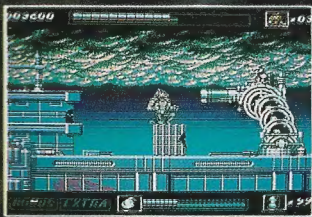
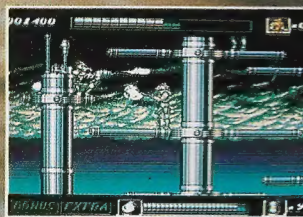
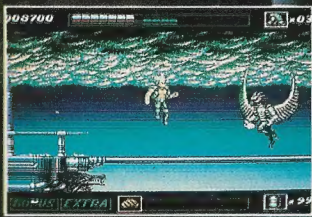
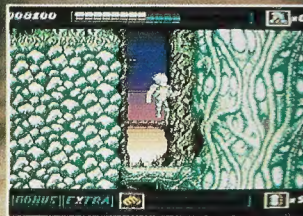
a The delete and backspace/back arrow key have different functions.

If you remember that the delete key removes characters after the on-screen blinking cursor, and the backspace/back

arrow key removes characters immediately before, things should become a lot clearer.

Use the arrow keys to move the cursor around the document and, depending on the position of the unwanted text in relation to the cursor, use the appropriate key to remove it.

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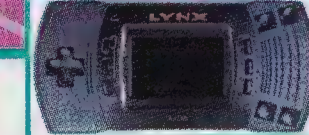
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Gremlin's latest release, and not a car in sight, just an agile fellow by the name of Harlequin. Normally a joyous chap, something is troubling him. The clock that kept the land of Chimerica ticking over centuries has ground to a halt...

HARLEQUIN

Sadly, Harlequin's home is not as he once remembered. His childhood days spent roaming intricate passageways without a locked door to hinder him, accompanied by the echoes of laughter, are long gone.

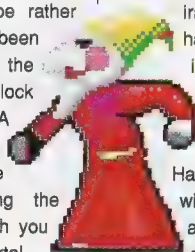
Returning to the place where he spent his youth proves to be rather worrying, for the castle had been locked and a sign, hung on the front, states that the eternal clock is out of order. The reason? A broken heart.

Harlequin is a huge platform adventure, spanning the realm of Chimerica, into which you must find a way through the portal.

Once inside, your exploration of the 23 levels in search of the four pieces

that make up Chimerica's shattered heart begins in earnest. Suitably attired, you start outside the castle.

As the saying goes, the only way is up, so use the platforms to make your way to the top of the tower. During your adventure you'll be attacked by the many irate inhabitants that are quite happy with Chimerica the way it is, and will consequently try to stop you, no matter what.



SPRING-LOADED FEET

Harlequin leaps across huge gaps with ease, hangs from ropes, and balances on thin ledges due to his gymnastic skills.

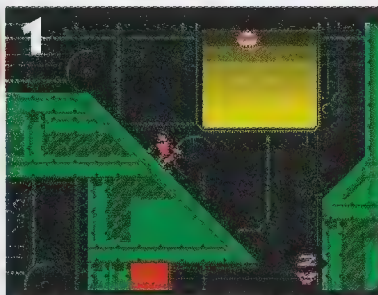
He retains momentum during his jumps, so a long run-up will allow him to



Among the many bonuses hidden inside the jack-in-the-boxes are hearts which equip the hero with a powerful shot, capable of inflicting more damage on your unsuspecting opponents

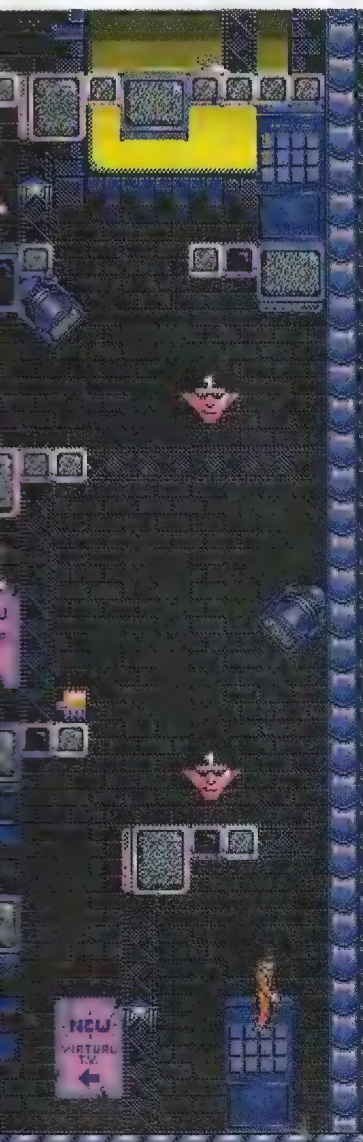
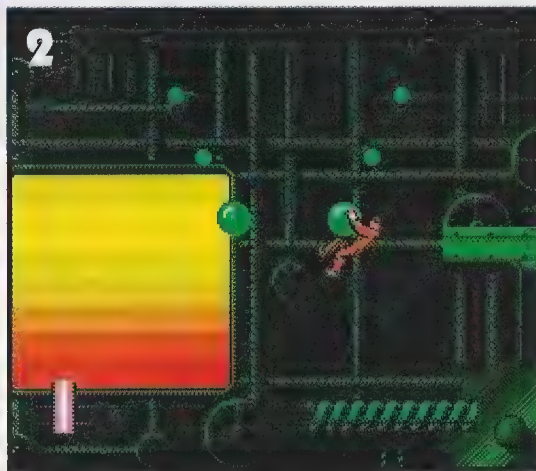


...and even flashing on the rooftops landing tail on Chimerica



As an extremely agile character he has a wide variety of gymnastic skills available to him, including sticking to steep surfaces...

...leaping with natural balance onto distant platforms and swinging ape-like on ropes...



leap further. Be careful though because falling too far saps away at his energy, despite there being an umbrella that can be collected to slow his descent.

The space hopper, another collectable, can be used to bounce across some of the larger stages.

Harlequin has a metamorphic ability in that he can change into an angel fish when a vast expanse of water has to be crossed. Firstly he must collect the piscine icon, then yank down on the joystick and press fire.

Time is against him in the water for he has but a limited supply of oxygen which can only be replenished by resurfacing. Each bonus lasts for a limited time only too, so take care.

Other power-ups hidden inside jack-in-the-boxes include fireworks which

offer protection from danger, hearts which boost his firepower, and the burger which tops up his energy bar.

Moving platforms tend to drag Harlequin to his demise, while slippery surfaces provide the perfect ending, causing our hero to fall off a platform and into a pit brimming with corrosive acid.

EXPANDING CASTLE

Many of the levels initially seem impossible, but levers hold the key to locked doors. Pulling on the switches often engages a mechanism and a new platform or portal will appear.

These allow you to reach new, unexplored areas of the castle, more often than not hiding another level which must be activated.

Each of the 23 levels is set against its own backdrop, ranging from a nursery school in the stage titled 'the Learning curve', to a fire-ridden land in the 'Helzapoppin' level.

The sewers are running with rats but, regardless, you must dive into the murky depths to explore the hidden pleasures of the underwater world.

Only after an indeterminable time clinging to a ledge and swinging on a rope to avoid the razor-sharp spike will Harlequin hopefully find the key to Chimerica's broken heart.



FACT FILE

Software House: Gremlin Graphics
Development team: Warp Factory
Programmer: Andrew Findlay
Graphic Artist: Ed Cambell
Sound: Barry Leech



Harlequin is another in a long line of releases from Gremlin which are simply first-class pieces of software. Take, for example, Lotus Turbo Challenge 2.

OK, it doesn't break any barriers in originality but it is one of the best, if not the best, in the genre. The same applies to Harlequin.

Every little detail has been scrupulously catered for, right down to the immaculate animation and the superb sound FX.

Graphically the game is faultless, including detailed and often colourful backdrops. The Harlequin sprite is well defined and superbly animated, while the other sprites, namely the plethora of nasties that come to attack you, are equally impressive.

Onto the sound; a pleasure to the ears. The main in-game effects are accompanied by a little ditty that bounces along through the action.

The FX themselves comprise of grunts and groans from Harlequin himself and explosions that erupt when he's fired upon.

Superb presentation is all too often let down somewhat by a lack of gameplay. Your worries can be assuaged here though.

Harlequin is easy to play yet simultaneously difficult to complete, thanks to the 23 levels of taxing platform gameplay filled with masses of strange creatures.

Vast expanses of unexplored territory can be touched upon, and there exists lots of little things of interest to see and discover to further enhance the product.

All this adds up to a fast platform romp set over a large game area, which is both pleasant to look at and a real treat to play.

£25.99 OUT FEBRUARY



ST users will be pleased to hear that the conversion Atari ST looks equally as impressive and is both graphically and sonically very close to the Amiga version, bar a slight loss in sound.

Gameplay still remains intact, adding Harlequin to the long list of 'must buys' from Gremlin.

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X-RATING: XXXXX

Gameplay: 16/20
Lastability: 17/20
Presentation: 17/20

GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXX

The higher the rating the better the game

SHARON has a fluent understanding of the French language making ideal use of it when Scoop is trying to steal articles from the French magazines. (Gee!) Not that he does of course, it was only a joke. Forgive me st-voe-play!

Like Alexy Watexy fluffy wuffy wikkie bunny wunnykins is a sleepy little ting. All together now... Ah! Bless his little cotton and polyester mix socks. He's supposed to be doing some work here... but you know what he's like...

JOHN's a lazy golt, because he may look as though he's bust working, but is in fact plotting foul deeds in his mind to make the writam' lives hell. How will he annoy Nick next, and will the fake fart joke make Brian retch for the window?



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

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GETTING INTO A PUNCH-UP



Nothing like a spot of vanquishing to cleanse the soul is there? he looks like he really enjoyed that doesn't he?



Big Green rat lizards are merely a hindrance. Their bark is considerably worse than their bite!

Conan is one browed off dude. His village has been demolished by the forces of Thoth Amon, his wife murdered and all that he loves has been eradicated as though a mighty hand had simply scooped it all away.

In order to avenge the murder of his wife, Conan must leave the smoking ruins of Irskuld and travel south to the land of Hyborea...

PREPARING FOR BATTLE

Moving first to the seedy town of Shadizar, a haven for thieves and vagabonds, Conan gets his first taste of what is to come.

He soon learns that the world is changing under the influence of Thoth Amon and a new regime of terror is

emerging from the lands of the south. From here you are in control of Conan's destiny. Moving the barbarian along the streets you must guide him through three different phases of gameplay.

Initially you will manipulate our hero on a 'world' level. Here you are allowed movement between the numerous cities of Hyborea. The view is a detailed, top down display of all areas and you have free reign to explore the land before you.

The next phase is more specific and allows for exploration of defined areas. Again, this is an overhead view but now you have the opportunity to move through the streets or passageways of your current location.

Initially this will be the city of Shadizar, where you will visit shops, traders, inns, taverns and temples, but

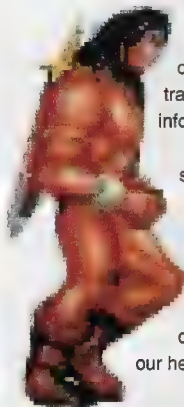
later you will move through underground passageways and jungle territories.

The last phase is a close-up - 'scene' - level and is a single screen

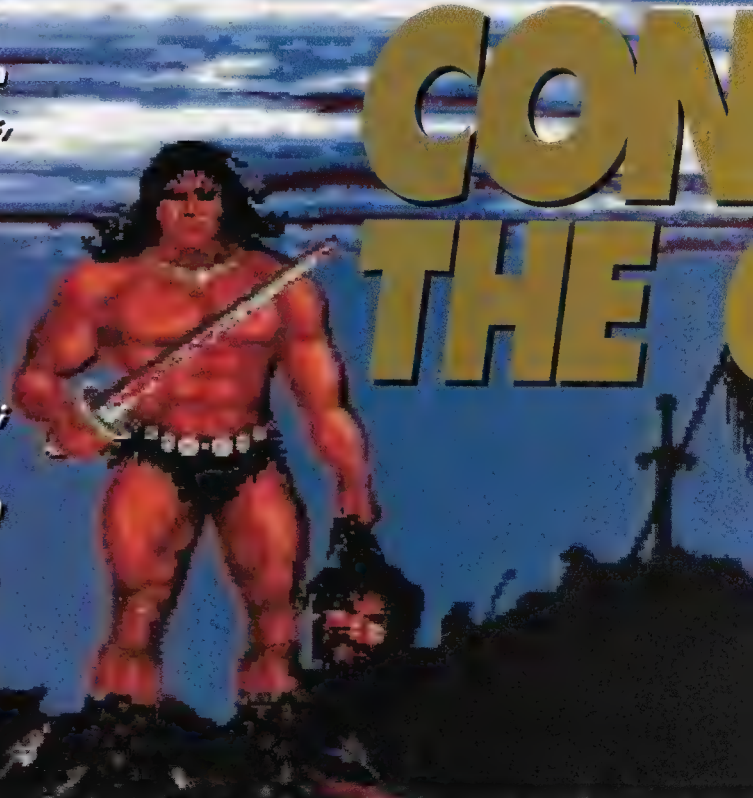
animation phase which allows for all character combat, trading and also information gathering.

The scene section gives a side-on view of your particular position and it is here that you have the most direct control over our hero.

For example,



John Long ago, there was a golden age, when shining kingdoms lay spread across the world like blue mantles beneath the stars. Hither came Conan, The Cimmerian; black haired, sullen eyed, sword in hand, a mighty warrior destined to tread the jewelled thrones of Hyborea beneath his booted feet...



FACT FILE

Software House: Virgin Games
Development Team: Synergistic Software
Programmers: Michael Branham, Robert Nendel
Graphic Artist: Jonathan Sposato
Sound: Chris Barker, Michael Branham

PC **IBM PC** Robert E Howard's Conan is (along with Michael Moorcock's Elric) one of my favourite literary characters and up until now games based on these classic stories have unfortunately turned out to be gross misrepresentations of just what he's all about.

That is until now of course! With Virgin's excellent adventure/RPG we are treated to a truly superb game that will hold your attention for some considerable time!

Graphically it is truly excellent with some beautifully drawn screens. Animation is good, especially if you have a speedy PC, and as long as you have a 386 machine, even the scrolling is OK!

On a 286 based PC you will have to allow for some glitches and inferior graphics manipulation, but this is at no detriment to the game itself. Initially it can be a little off putting but I'm sure you'll be able to cope!

Gameplay is what really shines here though! Having installed the game first thing in the morning I played it almost continuously all day, and never grew tired of it! It's not often that I can say that of a game of this type.

It really is something that you can immerse yourself into and you will quickly grow used to the strange world of this fabled hero.

Control of your character is very simple indeed, utilizing a friendly combination of mouse and keyboard which few people should encounter problems with.

On the whole this is a superb game which I can heartily recommend to everyone! Certainly something to ease games players into the joys of role-playing adventures.

£29.99 OUT NOW

Amiga Obviously the Amiga version is going to suffer in some respects. For a start you don't get those lovely VGA graphics, but this shouldn't detract from the gameplay at all. Well worth getting hold of if you enjoy this style of game! Look out for it pretty soon.

£25.99 OUT SOON

X-RATING: XXXXX

Gameplay: 18/20
Lastability: 18/20
Presentation: 18/20



The sword icon is your mouse pointer, it works independently of whatever you're doing with the keyboard.

The innkeeper will often divulge certain items of information.

The action icon allows you to look at or manipulate objects, speaks for itself really doesn't it?

The stats icon will show what condition the hero Bruce is in. All his major attributes are shown - all those that aren't hidden by skimpy bits of cloth or armour.

The inventory icon for examining what our muscly chum is carrying down his loin cloth.

Conan's power bar shows how much stamina is at any particular point in time.

INNINGS IN THE INNS OF SHADIZAR

Conan, this is the one you're playing with on the way.

inside buildings you have the opportunity to examine items, and when challenged to combat you have direct control over the Cimmerian's reactions.

Fighting is a simple process but requires certain skills which can be 'bought'. Visiting experts of the art will allow you to expand your swordplay repertoire, thus making progress through meanie infested territories much easier!

ROLE-PLAYING BEAT'EM-UP

Your travels through this combination of role-playing, arcade adventure and beat'em-up will take you through many vast areas.

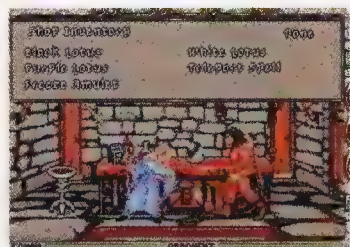
First you will explore the streets of Shadizar, followed by the dark and dangerous underground complex. From here you must travel to the jungle ruins

which lead to the skull city of Zamboula. Beyond this bleak and horrific place lie the demon infested streets of Larsha.

Finally you reach the greatest of all Hyborean kingdoms, Aquilonia, and its capital - Tarantia. Here you will find Thoth Amon's palace and it is here that your final conflict will take place.

All of the areas are on a truly massive scale and filled to the brim with characters to interact with, hostile creatures with which to do battle and minor quests to undertake.

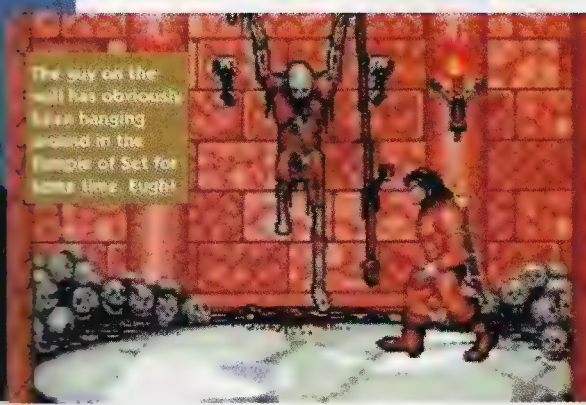
A game of such scale would appear to be for adventure nuts only, but a friendly user interface makes this an easy game to get into. It'll take a while to complete but it is still an addictive challenge!



There are many shops scattered throughout the game and they sell anything from simple items to expensive magical things like wot this place sells



CONAN - CIMMERIAN



The guy on the wall has obviously been hanging round in the temple of Set for some time, right?



The Red Dog Tavern is a haven for scoundrels, thieves and scallywags. You should fit right in here! If you're lucky the owner will help you out.

FACT FILE

Software House: Loriciel
Development Team: In House



The ST version is a combination of large colour and well animated sprites set over some nicely comical-looking backdrops with some suitably realistic sounding sampled effects.

The gameplay is primitive when compared to many recent releases but there is some truth in the old saying 'simple is best'. Maybe it taps into man's primal urge to shoot at things, but I found this strangely addictive! Can't for the life of me think why it was called Steve McQueen...

... and it's so typically French!

£25.99 OUT NOW

is there any difference at all between the ST and Amiga version? Apart from the obvious variation in the quality of the audio effects it's hard to tell the two apart! How come it's only the French that make the effort to make all formats virtually identical?

£25.99 OUT NOW

Not bad at all this! A bit sluggish if you've got a slow PC but on the whole it's pretty good. The artwork is of the same quality as the other versions and the gameplay is addictive.

£29.99 OUT NOW



The only 8-bit version is up to the French mob's usual quality. Good stuff on the whole which ought to be in the shops any day now.

£10.99 £15.99 OUT NOW

X-RATING: XXX

Gameplay: 14/20

Lastability: 14/20

Presentation: 16/20

Question: What's the easiest way of getting a license deal with a famous movie star without having to lay out too much dosh?

Answer: Pick a well-known actor who's been dead for 12 years and then you won't have to pay him any royalties!!!

ROLLING, ROLLING, ROLLING...



When on the trail make sure you don't shoot at the US Army wagons or you'll end up losing the all-important time-limit bouncing

Holiday to Wild Bill Hickock, all of the deputies vary in their level of ability when you use them.

Next you are presented with a hunky-dory map of the States and six icons representing some of the meanest dirtiest low-down sleazy flea-bitten critters that the Old West has to offer.

Selecting one of these - they vary in difficulty - will take you on to one of six scenes where you must battle it out in true gunfighter-style.

WICKED WILD WEST WALLY WALLOPING

First stop is usually the dirty street of a suitably downtrodden looking gold-rush town. From the shadows come all manner of thieves, bandits and rascals with guns blazing.

Using your mouse controlled cross-hair your job as the sheriff is to see off the bad guys, protect the innocent and make sure you don't run out of bullets before your allotted time is up.

If you succeed in arresting the bandit on the first level you will be taken onto further stages which involve shoot-outs in crumbling gold-mine tunnels, sleazy saloon bars complete with dancing girls, as

well as from the back of a wagon as you travel across the plains attacked by vicious and brutal Indians.

Each stage is a single screen affair with all the action simply being sprite animation. All that is required of you is to blast the bad guys and keep on going!

It's really quite difficult in the later stages and provides a surprisingly addictive challenge considering it is a dated concept.

Quite why it's called Westphaser I don't know, but with the success in the arcades of games such as Atari's Mad

Dog McGree I'm sure that this will appeal to quite a broad spectrum of games players.



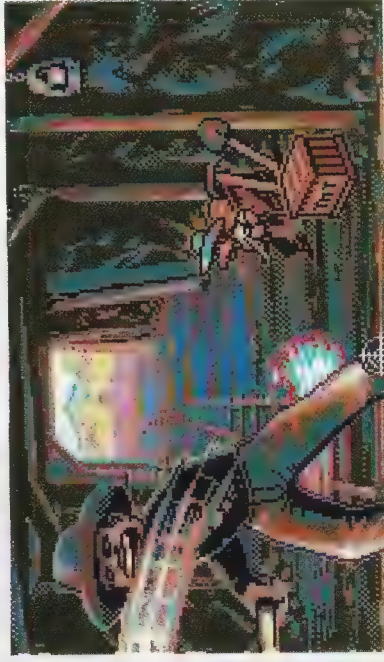
Shooting the thief characters will produce a fluttering power-up icon that will do you numerable favours

you will use to do battle with the naughty boys. Ranging through all manner of characters from Doc

Loriciel's latest effort comes in the form of a rather dubious character license deal and places you in the scenario of 1870's mid-west America.

Playing the part of sheriff Steve McQueen and packing your famous Winchester revolver, you must travel across the wastes of the West doing battle with all the roughie-toughie meanie boys that cause havoc throughout the land.

After booting the game up you are requested to select a deputy who



Down in the mine some rather unpleasant dishonest cavalry men try to push you away from their secret stash of gold. Friendly young chaps aren't they?



STEVE MCQUEEN WESTPHASER

PREMIER RANGE

£9.99



ATF II is a unique blend of arcade action and strategy.
Amiga Action - Super League



A magical adventure entering into dangerous parallel worlds.
Your Amiga - 82%



A nightmare of deadly machines and hostile life-forms.
CU Amiga Superstar - 97%



Fight for your kingdom as a true crusader of justice.
CU Amiga - 82%

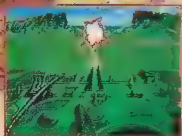


CLASSIC RANGE

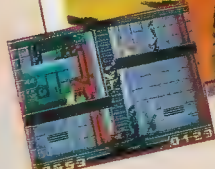
£7.99



Witty, cartoon quality enactment of the American Civil War.
Amiga Action - 84%



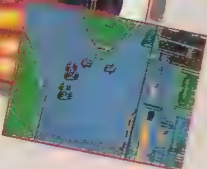
Acclaimed tank simulation of World War II famous campaigns.
Ace Rating - 92%



Join Tin Tin in being first on the moon in this crazy cartoon style adventure.
Arcade Action Monthly - 82%



As a valiant knight you must break the curse of the evil dwarf.
Zero - 89%



Survive the ordeals of being a space racer and claim the masterdrive title
Amiga Format - 79%

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AMIGA · ATARI ST · PC



FACT FILE

Software houses: Infogrames
Development team: Disney Software/Blue Sky Development
Programmer: Barbara Michaelis
Graphic Artist: John Roy
Music: Doug Brandon



Hare Raising Havoc is, like the movie starring Roger Rabbit, visually very impressive in that it features cartoon-quality sprites and colourful backdrops.

The game does, however, lack gameplay and is therefore very limited in terms of what you can actually get Roger to do.

Everything must be performed in sequence to ensure success, and the answer to a lot of the problems are so zany it will probably take you hours to work out particular scenes.

Having said that, solving the earlier stages of the game allows you to think in the same whacky way and the solutions become slightly more obvious.

With only seven scenes, Roger Rabbit doesn't hold any particularly tough challenge for most game players. Graphics are excellent, animation is spot on and the sound, with the Sound Source card, reproduces the voices of the characters and helps to create a more loony atmosphere.

However this doesn't compensate for the limited instability and Hare Raising Havoc is sadly filled under 'good graphics, shame about the gameplay'.

£29.99 OUT NOW



The Amiga counterpart is an exact reproduction of the Amiga IBM version, except that the voices will be lost during conversion.

£29.99 OUT NOW

X-RATING: XXX

Gameplay: 7/20

Lastability: 8/20

Presentation: 17/20



Roger Rabbit stars in his own game, now on general release across the country.

Can this manic mammal rescue Baby Herman, or will the cigar smoking infant outwit the blubbering toon?

Baby Herman is a cute little kid with a nasty habit - he's constantly drawing on an old stogy. Anyway, Herman's mommy has decided that she must leave the youngster in Roger's capable hands. If you hadn't already guessed, give Roger Rabbit a child-minding job and you're most likely to end up with a lost kid and total mayhem!

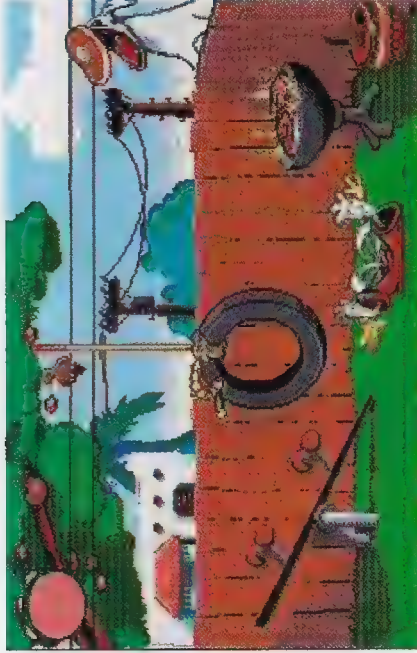
I'M OUTTA HERE

The moment Mommy steps out of the door, Baby Herman makes good his escape and you're left standing with less than an hour to retrieve the boisterous babe.

You start in the lounge. You would have thought that catching Herman would be simple since he can only crawl, but unfortunately for you you're locked in the house.

Forget the doors, another escape route is needed. This is where the cartoon fun warms up.

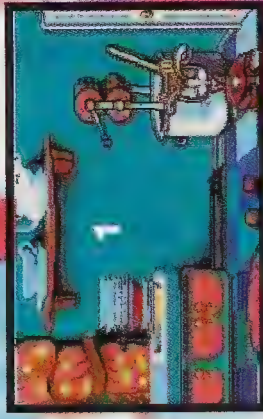
You need the key at the bottom of the fish tank, but reach inside the bowl and the fish will gnaw your



Oh Jeze Roger, why d'you do that. Luckily toons can't be harmed, so falling smack on your face only bruises your ego

KITCHEN CAPERS

The kitchen is a dangerous place to be. Having squeezed through the air vent, Roger runs over and moves the mangle in front of the door, then runs back and switches on the stove



HARE RAISING HAVOC

the kitchen. After a touch of heated action on the stove you'll then slip into the bathroom.

Should you solve the little boy's room puzzle, you'll be whisked away in a soapy bubble, through the skylight and then out into the garden.

You need to get over the fence but the neighbour's rotweiler is looking for a fresh piece of rabbit to eat.

Out onto the streets and Roger is faced with how to cross the road. Next scene is the construction site where anything the construction site

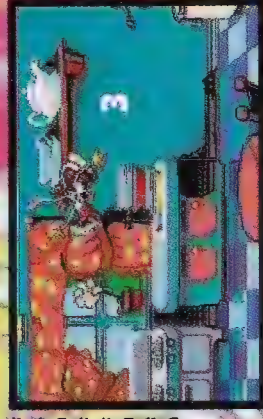
Finally Roger will have to find his way through the dairy where the results of his actions are often quite a-moo-sing! With limited movements, either joystick or keypad, he can only use objects if they are meant to be used. To do this tap enter.

Remember, although toons can't be killed they can be erased, so for now, that's all folks!



He stuffs his face with the plethora of goodies stashed inside the fridge. He tosses a banana skin away without a thought. Bad mistake, when he walks back to the door he falls

Spinning on the table, Roger flies across the room and lands on the stack of plates. He struggles to gain balance on the unsteady platform



He lands on the hot stove rings and leaps up and grasps the light, swinging from side to side. Gaining momentum, he jumps into the mangle and, flattened, slips through the door

FACT FILE

Software House: Electronic Zoo
Development Team: ArtGame
Programmers: Frances Strengler, Steve Fabian



Graphically it's not really that bad, but I'm sure that it could be considerably better. The animation's a bit naff and the piccies aren't all that well drawn, but I suppose I'm prepared to overlook this.

The sound isn't really all that memorable either, but some of the little ditties are suitably doom laden and also aptly depressing.

Abandoned Places looks like it ought to appeal to fans of Eye of the Beholder and Dungeon Master because it's really quite similar.

In places it meanders away from the style but on the whole it's your basic monster bashing team-based romp through numerous locations.

However, that extra little sparkle that makes the classics classic just isn't here. On the other hand it's more than complicated enough, and I'm sure that if you've not experienced DM you'll appreciate it more.

There are a fair few puzzles for you to fathom out and there are loads of suitably nasty means to keep you at bay and to annoy you just enough to make you want to pack the whole thing in. I don't know, there's something that just isn't quite right here. I can't really put my finger on it, but it just seems particularly dull.

I ambled about for ages looking for something interesting to hold my attention, and in the end I gave up and had no inclination to play the thing again. Shame really...

£25.99 OUT FEBRUARY

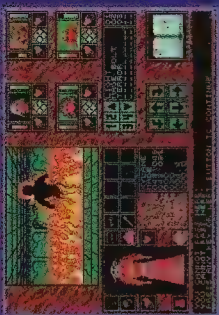
X-RATING: XXX

Gameplay: 14/20
Lastability: 12/20
Presentation: 13/20

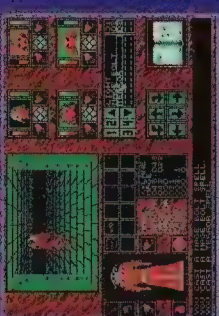


The three move out into the wilderness through a jerky parallax scrolling environment with pretty weeds and rather dodgy graphics

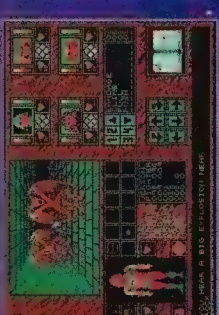
ABANDONED PLACES



Fire creatures eh? Don't get hot under the collar - with perseverance they can be overcome and your path can be cleared



The Mage in your group is more than capable of whipping up some suitable spell for disbanding the hell-born souls



Confronted by fire breathing creatures, the desire to run away springs to mind, but they have a habit of baking you into a corner!



THE THREE HORSEMEN

The warriors ride on through the wastelands to reach the castle where the wizard has his lair

From the deepest darkest depths of Budapest comes Abandoned Places, a fighting fantasy RPG set on an epic scale and very much in the mould of classics such as Dungeon Master and Eye of the Beholder...



John

So far the only game worthy of note to emerge from an Eastern country has been that old favourite Tetris, a game that will possibly go down as the most addictive thing of all time!



Dotted around you'll find an old oak chest filled to overflowing with goodies. Dig in and distribute fairly among your group

see the twists and turns of the numerous locations as well as the many and numerable Chaos-warped assailants who will try to destroy you and your group.

Control of the team is entirely icon controlled. Movement, combat, magic, character selection and all other tasks are performed by simply pointing and clicking, and once you've got the hang of some of the smaller icons you have a fairly easy user interface to play around with.



Move deep under the castle to the dungeons to try and find if there is anything of consequence lying around down here...

You guide your team of warriors, priests and wizards through the catacombs, cities, dungeons and villages of a Chaos-stricken world as you attempt to rid the land of evil and prevent the Dukes of Hell from turning the realm of Earth into a fiery pit. Heavy stuff, huh?

MASTER OF DUNGEONS

Looking at the playing screen for Abandoned Places it is more than apparent that the game has been inspired by the now ageing classic, Dungeon Master.

All of the action takes place in a window in the top left-hand corner of the screen and it is here that you will

FACT FILE

Software House: Loricel

Programmers: Frederik Spada, Alain Joubert
Graphic Artists: Christophe Perroin,
Philippe Tesson

Sound: Michel Winogradoff

CE According to the blurb that accompanies the game, all of the animation is actually digitised from video footage and then 'touched up' with a standard Amiga paint package.

On the whole it's a reasonable game which, although a little slow, is a fairly respectable stab at a tried and tested formula. OK, it's far from original, but in terms of quality it ain't bad.

My initial impression was of something that was typically French, and as a result would need some getting used to.

After a few hours of continuous play I soon tired of it and now have absolutely no inclination to continue playing it.

£25.99 OUT NOW



As far as I can tell there is little difference, if any, between the ST and Amiga versions. Both gameplay and presentation are identical.

£25.99 OUT NOW



The graphics and gameplay on the PC and CPC versions are very similar to the 16-bit formats. Unfortunately it's far too weird for its own good.

£29.99 OUT NOW (IBM PC)

£10.99 £15.99 NOW (CPC)

X-RATING: XXX

Gameplay: 12/20

Lastability: 9/20

Presentation: 15/20

The weapon pods allow you to trade your own little standard issue firearm for a big butch super loud sparty gun.

The game begins with a rather snazzy intro sequence which explains the story behind Nature's capture of the Golden Eagle.

Awakening in a darkened corridor you must explore the massive city complex and find the pieces of the Eagle.

Armed only with a small gun and your wits you must dash through the passageways of the city avoiding hazards and keeping yourself alive.

Your view of the proceedings is in the form of a side-on push scrolling affair with you as the rather well animated central character.

On your travels you will have to crack the safes to retrieve the Eagle sections, shoot robotic slave guards, trade weapons at special trade points, avoid obstacles and try to refrain from being thrown into jail!

Progress through the game is best achieved by perseverance and patience, and you will soon find that

the ridiculously slow joystick response time will massively hinder your enjoyment of the game.

I was inventing new forms of swearing after a two hour session with the damn thing!

GUARDIAN OF THE EAGLE

Information points are dotted throughout the complex to aid you and these enable you to keep track of your whereabouts on a map, communicate with other residents and, for some unknown reason, you may even indulge in a rather splendid game of Othello!

Apparently, if you convince the computer that you know what you're doing in this ancient oriental challenge, it will divulge certain hints about your overall mission.

It's all your standard arcade adventure fare really. Nothing particularly spectacular takes place and on the whole this is best described as a competent 'Prince of Persia-ish' run-around which will appeal to die-hard arcade adventure fanatics everywhere.

There are loads of rooms to run through and plenty of obstacles to overcome. Unfortunately it's all a bit slow and as a result it gets decidedly dull and dreary.

GOLDEN EAGLE

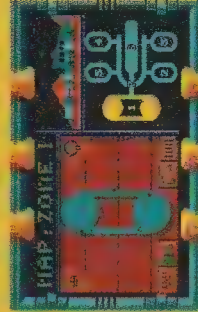


French games are always an experience to review and just lately I seem to be getting more then my fair share! This latest weirdo from Loricel is an arcade adventure in a typically French style, incorporating oddball whacked out strangeness of epic proportions...

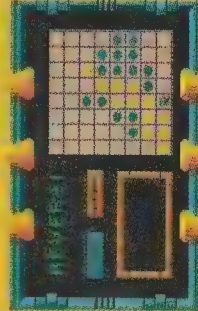
EVER USEFUL INFO POST



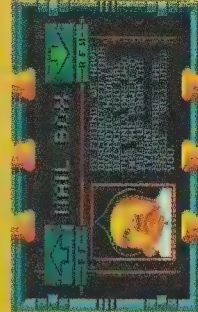
A status panel which concerns your character can be called up from the Tourist Information computer panels that are dotted around the city. Here you will learn of your character's name, as well as why he is so important



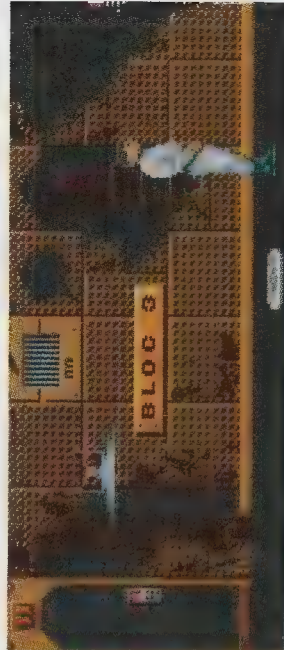
Maps can be accessed from the Info panel and these can help you keep tabs on your position. It is best used in conjunction with the paper map included with the game



A game of Reversi is apparently very important to your progress through the mission. But why?



On top of all this you can also get mail from other characters in the game! Such excitement eh?



Thrown into prison you must find your way back into the complex to find the Eagle sections

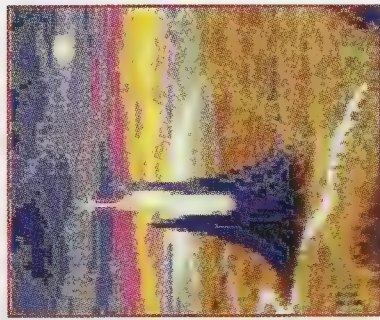
THE NEVER ENDING STORY II

THE ARCADE GAME



Brian
Could you save Fantasia from the evil Xayide? Now you can find out with this game of the film from LinEL.

Control Bastian through different levels, battle against foes and befriend various inhabitants.



You start off in the market square where cracks appear in the ground and strange creatures pop out. Avoid them since contact results in the loss of one of your lives.



Not having seen either of the two films I'm unable to pass comment on their worthiness but Rob, a reliable source, states that in fact they aren't much cop although the special effects in them are good.

The game spans five levels, each exhibiting a different style to the last. The first is a platform game and your objective is to dodge nasties. Since this is based on a children's film, violence doesn't feature.

The enemies can be easily killed, especially since they aren't very intelligent and therefore can be made to fall down holes.

The controls are fairly simple; left and right run in the corresponding direction and if you press fire while running Bastian will

Trying to negotiate the cliff face is fairly easy apart from the falling rocks knocking you on the head! jump into the air. By using up and down you can also make him walk on staircases, a feat unmatched by any man!

WHAT A BASTIAN!

The second level sees you scaling a cliff face to try and gain entrance into the castle of your enemy.

Using a number of footholds you must negotiate the maze-like set-up until you reach the top and complete the level.

Unfortunately all is not as easy as preconceived for there are such items as falling rocks and explosions to contend with. Contact will make you fall and a life is lost.



This is your goal for the first level: trappd in the silver city you have to find your way to the harbour and escape in the boat.

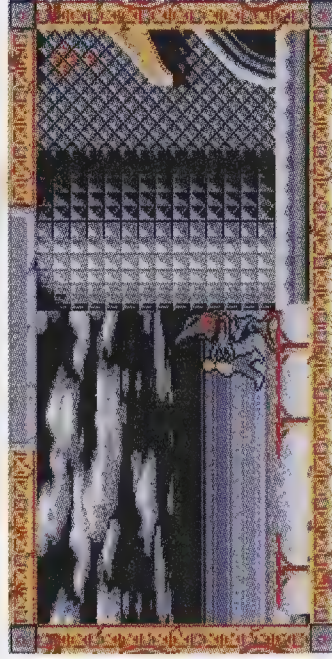
If you're feeling excessively brave then you can push the nasties over into the holes, thus killing them.

You then move on to level three which takes place inside the tower you have just climbed. Here you are armed with a rapid fire, nuclear powered spray can with which to beat your foes.

Level four looks incredibly similar to a level on Wrath of the Demon where you ride along on the back of a horse, ducking and jumping the various obstacles.

The fifth and final level is a guessing game where you have one of three wishes. If you get it wrong then you'll lose a life but if you are correct then the mission is complete.

Your lives are indicated by the amount of ground still surrounding Fantasia. When you die another chunk will fall away, revealing a hole. Die five times and you have failed to be of service.



Run into one of the creatures from the front and you'll be hoisted up into the air and throttled to death.

FACT FILE

Software House: LinEL
 Programmer: Stuart Johnson
 Graphics & Music: Michael Teschoegl
 Technical Support: Chris Walsh



This is possibly one of the worst film tie-ins I've ever seen. What LinEL has come up with is a number of similar looking but stunningly different stages.

In-game the graphics are decidedly dull; the main sprite is animated well enough but the backgrounds are all drab and boring to look at despite being graced with well drawn landscapes between levels.

Control over the character is slow with joystick movements being pretty unresponsive. More annoying though is being sent back to the start of the level each time you lose a life.

I can't even recommend this to fans of the film because disappointment is inevitable. At £26 this is a very overpriced piece of software.

£25.99 OUT NOW



The IBM version is slightly better than the Amiga but only due to the advanced presentation. The graphics and sound are both improved thanks to the PC's high class in both these fields.

Sadly the levels are too long winded to keep you interested. Avoid it or suffer the consequences.

£25.99 OUT NOW



Perhaps the best of the bunch because it moves slightly quicker than the 16-bit games, the C64 version is still a bad product.

£10.99 OUT NOW

X-RATING: X

Gameplay: 4/20
Lastability: 3/20
Presentation: 5/20

CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

GAME: DOUBLE DRAGON II
MACHINE: MEGA DRIVE
PRICE: £38.00
SUPPLIER: CONSOLE CONCEPTS

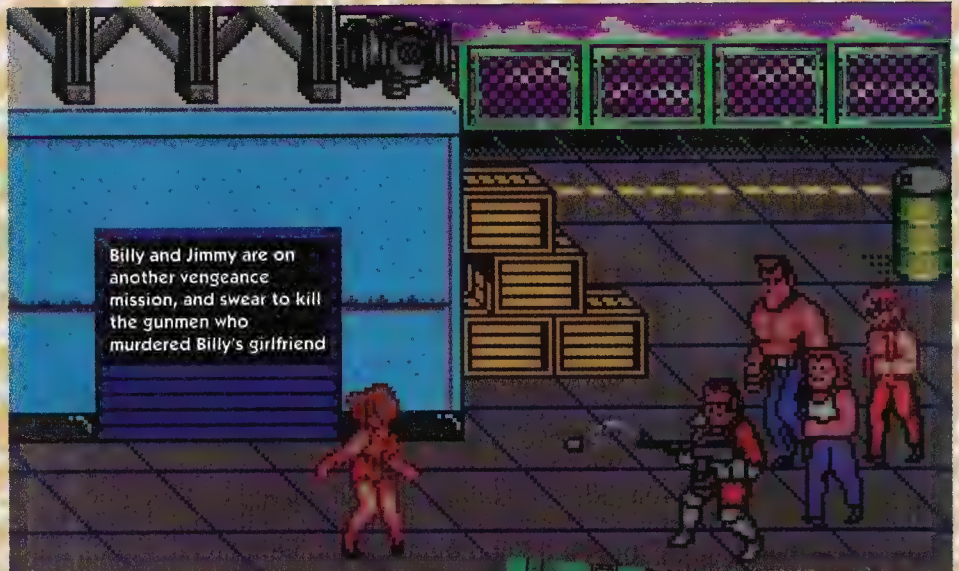
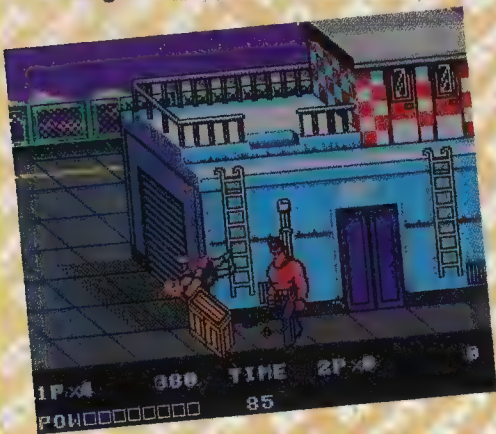
Oh what, another beat'em-up for the Mega Drive? But is DDII any different? It should be, in view of the fact that the Double Dragon products are famous for how good they are.

Double Dragon II is a game for one or two players, the brothers Billy and Jimmy Lee. The duo have a tough mission ahead of them, and they won't be able to rest easy until they have successfully defeated the ninja clan that stand before them.

One of the pair's girlfriends has been kidnapped, although at the beginning of the game you see her being brutally gunned down by an oversized thug.

As the last two survivors of the Dragon clan you can hardly stand around and do nothing, so you decide to avenge the girl's death, kidnapping, or whatever else has happened to her.

The game is set over four levels, not



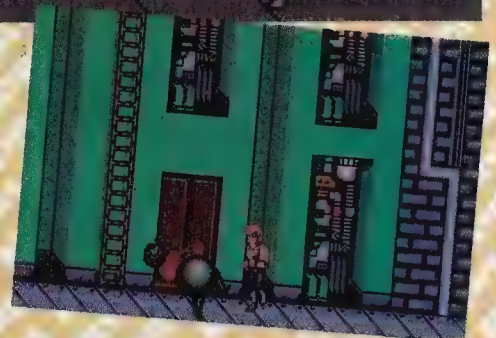
Billy and Jimmy are on another vengeance mission, and swear to kill the gunmen who murdered Billy's girlfriend

a great deal compared to the eight featured in Streets of Rage. Using your relatively limited movement you must set about defeating each of the Black Warriors before going on to face the huge end-of-level adversaries.

Pressing button A and C makes you attack to the left and the right respectively, while B makes you jump. Tapping A or C while in the air will make you spin-kick or, if you're moving, perform a flying attack.

Apart from the standard attack, you can pick up weaponry which can then be used against the enemy. The collectable items include whips and spades, as well as huge steel balls and wooden crates, useful for lobbing at the opposition.

What on Earth happened to the decent Mega Drive beat'em-up? Double Dragon II is utter dross. The game looks like a Master System cart and the sound is diabolical.

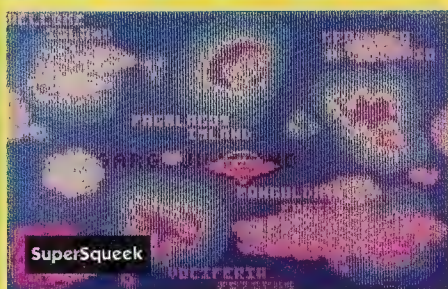


To further add insult to injury it plays like a wet tea towel, although you could probably get more fun out of the latter. Avoid at all costs.

X-RATING:)

Gameplay: 3/20
Lastability: 1/20
Presentation: 5/20

Lemmings has finally made it onto the Famicom, but did the Japanese make a decent job of the conversion? Read the review to find out, and feast your eyes on the New Year's Lynx titles...



1992: THE YEAR OF THE LYNX

1992 looks set to be a busy year of outstanding releases on the Atari hand held, the Lynx. There are absolutely oodles of releases planned over the next 12 months, which include a number of conversions of smash-hit coin-ops.

The first release is Xybots which should be on the streets by the time you read this. Following this is are no less than nine new titles due for release in early '92.

The cartridges include SuperSqueek, a mixture of colourful graphics and fast arcade action, and Toki, as most will know, a playable coin-op conversion with first-



class presentation and, above all, outstanding gameplay. The Lynx version of *Hydra* is said to be superior to the arcade original, and Telegames' *Krazy Ace* is set to be another winner.

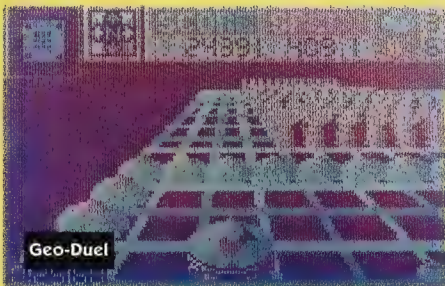
ATARI'S LYNX OFFERINGS

Next on the list is *Dirty Larry Renegade Cop*. This is Atari's biggie for the first quarter of 1992, and combines beat'em-up action with huge sprites and ear-splitting sound to make probably the most memorable release for the Lynx.



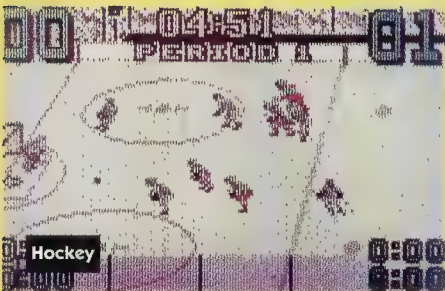
Dirty Larry Renegade Cop

Geo-Duel is an immensely playable futuristic cart, while the next title, *Basketbrawl*, delves into streetfighting, with a little ball thrown in there just for good measure!



Geo-Duel

The last two scheduled releases are both hot sports sims. *Hockey* looks set to blitz its way onto the Lynx, and finally *NFL Football* will hopefully be the best American Football game to appear to date.



Hockey

Look out for full reviews in *Games-X*, as we bring you the latest word for the up and coming Lynx.

LYNX TOP 10

- 1 **Awesome Golf**
 - 2 **Rygar**
 - 3 **Viking Child**
 - 4 **Blue Lightning**
 - 5 **Warbirds**
 - 6 **California Games**
 - 7 **Hard Drivin'**
 - 8 **Tournament Cyberball**
 - 9 **Ninja Gaiden**
 - 10 **Chequered Flag**
- Chart supplied by Game

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In his latest Mega Drive adventure, Pac-Man is now in glorious 3D, and can jump by tapping button B

**GAME: PACMANIA
 MACHINE: MEGA DRIVE
 PRICE: £36.00
 SUPPLIER: CONSOLE
 CONCEPTS**

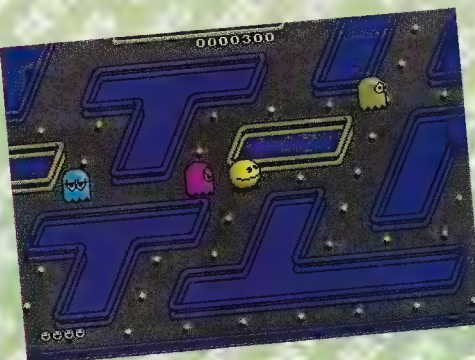
Pacmania is the latest in a long line of Pac-Man related games, such as the original Pac-Man, Ms Pac-Man, Pac-Land, and now the 3D Pacmania.

Pacmania is theoretically the same as the original title, but in 3D. You must still run around the mazes chompin' dots and avoiding ghosts, but now you can see Pac-Man's smooth behind as well as his face.

Well, that's the basic gist of the game. Now on with the finer details. Well there aren't any really, apart from the new ability that Paccy has gained.

He can now jump if you tap button B, and if A or C is held you engage the booster which increases Pac-Man's running speed.

As normal, the four power-pills located in each of the four corners of



the maze allow Paccy to chomp away at the wandering ghosts, although this effect is only temporary.

There are four different levels, starting with Block Town. This is the easiest stage and resembles something from a Lego box. Following on from that is the Pac-Man and then Sandbox land.

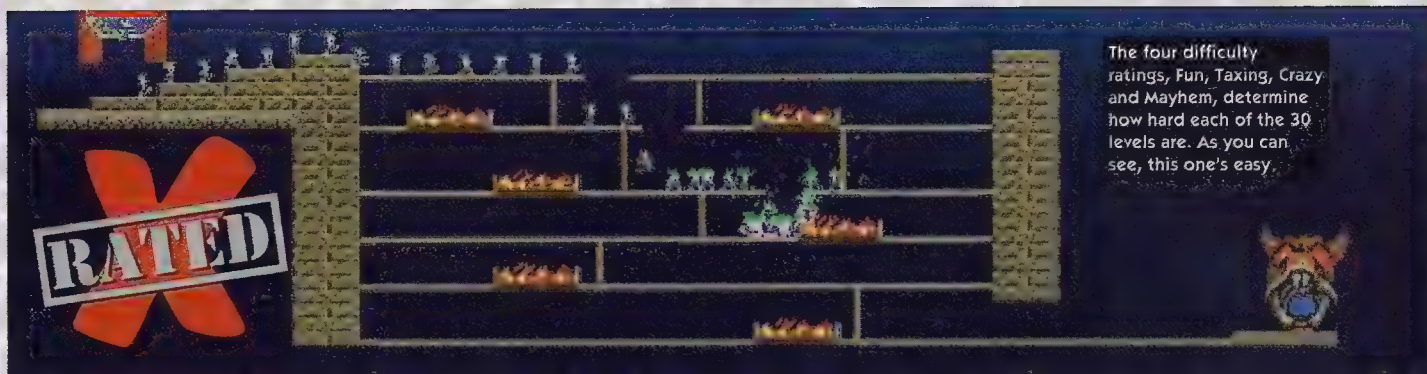
The last stage, Jungly Steps, can only be accessed when you have finished the others, and upon completion of this final level will take you back to the beginning, although the meannies will be tougher than before.

Pacmania is a very disappointing release. TecMagik's 8-bit version was quite good despite the control system being a little dodgy. Unfortunately though, the Mega Drive cart fails to hit the mark because of the awkward control method.

The game also repeats itself and only has a total of four levels, which I find disgusting when taking into account the Mega Drive's capabilities.

X-RATING: XXX

**Gameplay: 8/20
 Lastability: 10/20
 Presentation: 13/20**



The four difficulty ratings, Fun, Taxing, Crazy and Mayhem, determine how hard each of the 30 levels are. As you can see, this one's easy.

**GAME: LEMMINGS
MACHINE: FAMILICOM
PRICE: £50.00
SUPPLIER: CONSOLE
CONCEPTS**

It had to happen, didn't it. At some point those disgustingly cute rodents would sneak their way onto every format imaginable. The Famicom is the latest target to suffer their wrath.

Anyone who knows anything about computer software will realise that Lemmings is the biggest thing since the

since the leader displays a lower IQ than a strawberry blancmange, the resulting action usually culminates with the entire Lemming population either walking off a cliff or being mutilated in some other disgusting way.

This is where the player comes in. It is your simple objective to rescue the half-pint creatures before they wipe themselves out. An easy task on a flat landscape, but unfortunately this terrain is far from that!

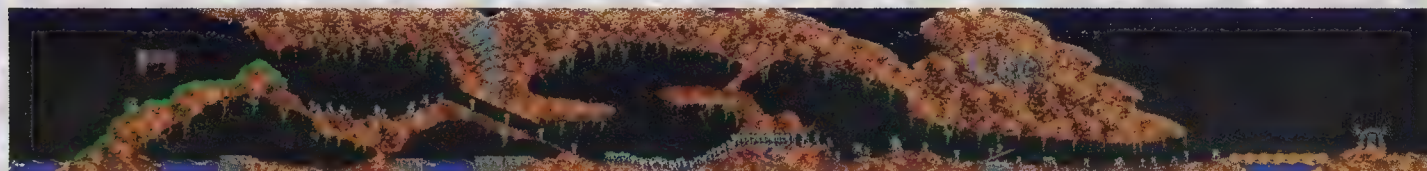
The Lemmings drop from one or more starting points and must be guided across the area to the exit. You have to

Lemming build a bridge right across a huge chasm.

The lone Lem may then have to dig through the ground to make the escape route clear. Finally, turn the blocker into a bomber, watch him explode, and follow the Lemmings into home base.

Despite sounding rather easy, the landscape is often torturous. The path is more often than not blocked by vast expanses of water, sheer cliff faces or even steep drops.

To complement these natural hazards, hidden traps could be activated, squashing the Lemms into a gooey mess.



release of the ZX81, and stands aloof as the best game ever, on any machine.

Why? Simple. Not because it requires compact disc technology to recreate perfect digital sound, neither because it needs a ridiculously expensive processor to run the game, but because it is so infuriatingly addictive.

This is mainly due to the game's simplicity, and even though each Lemming may be less than a centimetre high, the graphics succeed in creating the ultimate cute 'n' cuddly character - a short rodent with green fluffy hair, donning a blue tunic.

Lemmings are downright stupid. They'll follow each other anywhere, and

rescue a set quota of the rodents to progress to the next stage.

To help you save as many as possible you have eight skills to assign to the Lemmings. These are climbers, floaters, bombers, blockers, bridge-builders, bashers, miners and diggers.

Fairly self-explanatory, a combination of such skills is required to make your way safely to the exit.

For instance, you may have to first block the oncoming creatures to stop them from dropping off a cliff, then make a lone

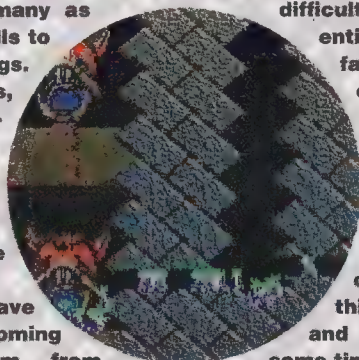
There are over 100 levels in all, each one becoming progressively more difficult. The first section,

entitled 'Fun', allows you to familiarise yourself with each skill, whereas the latter stages, namely 'Mayhem', will test your thinking powers as well as your reactions.

Brilliant, simply brilliant. There is no other way to describe this game. It is the best, and will remain so for quite some time to come.

I was a little worried that the joy pad would not be able to cope with the speed at which you have to move the cursor around, but thanks to a number of short cuts that have been implemented, the Famicom version plays every bit as good as the Amiga original.

The graphics are exactly the same apart from the new intro and enhanced icon sheet, and the sound is just as humorous as it was before. A must to buy, even if you have to sell your granny in order to grab a copy!



X-RATING: XXXXX

**Gameplay: 19/20
Lastability: 19/20
Presentation: 18/20**

**GAME: THUNDER SPIRITS
MACHINE: FAMILCOM
PRICE: £50.00
SUPPLIER: CONSOLE
CONCEPTS**

Thunderforce 3 is one of the most popular shoot'em-ups available for the Sega Mega Drive and now you can feel free to enjoy it in all its glory on the Famicom as well.

Basically this is a horizontally scrolling blast the living daylight out of everything game, and an above average one at that.

You control your standard space craft, you know the type, you've seen



them before in the likes of Nemesis and R-Type. You come armed to the teeth with highly powered weapons with which you may do as many violent things as you wish.

As usual you are up against an array of alien weaponry sent out to destroy you and, as ever, there is a generous splattering of end-of-level bosses and bonus weaponry to bolt onto your ship.

Fighting through this game is a very difficult challenge. Although at first you'll seemingly die every few seconds, try to persevere and your reward will be the discovery of an addictive game underneath, with a few handy continues to use when you lose all your lives.

The graphics are very

detailed and the scrolling is very smooth indeed, not to mention fast! On level two in particular the background, rippling like water, is very impressive.

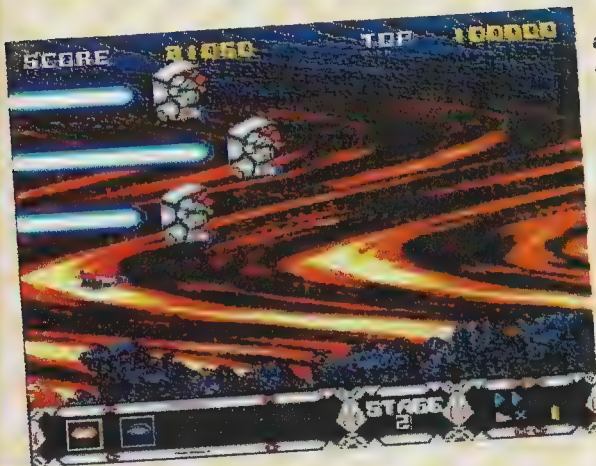
The only problem lies in the fact that this is identical in every way to the Mega Drive version and for that it doesn't stand out as a classic on the Famicom.

I know the Famicom can do better than this and it is just a shame that the developers didn't try to improve on it. Shoot'em-up freaks will love this but anyone only geared towards an occasional blast will be better off playing something a little easier!



X-RATING: XXX

**Gameplay: 15/20
Lastability: 13/20
Presentation: 16/20**

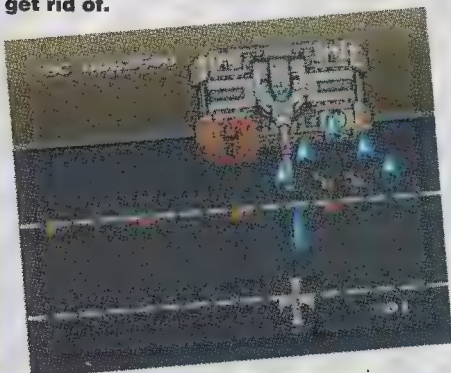


**GAME: DIMENSION FORCE
MACHINE: FAMILCOM
PRICE: £50.00
SUPPLIER: CONSOLE
CONCEPTS**

Who remembers 1942 in the arcades? Good innit? You would, understandably, think producing a game of this classic status on the Famicom to be a good move.

However, the designers have replaced the P-47 with a helicopter and in the process produced a below average shoot'em-up.

You fly up the screen shooting down wave after wave of enemy aircraft that range in size from the small to the unfeasibly large. Of course, the larger they are the more shots they will take to get rid of.



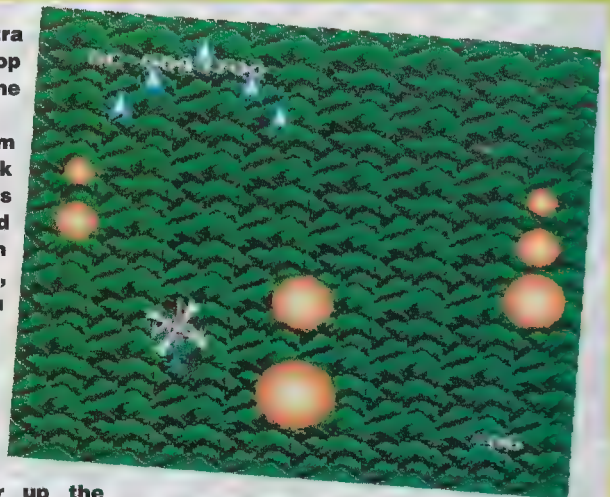
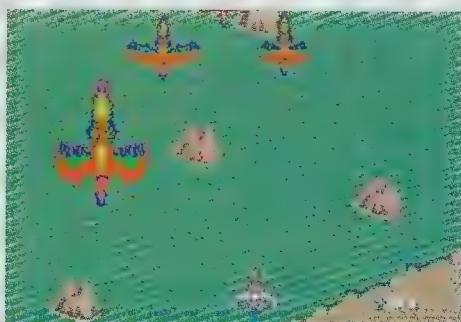
There is also an added extra effect which allows you to swoop in low to the dirt and blast all the installations on the ground.

The enemy is far from defenceless and will shoot back at you at any opportunity, thus making your life very hard indeed. You are armed with an ever increasing arsenal which, powering up the further you proceed, will make dying almost an impossibility.

Graphically this is far from the best on the Famicom, something it seems the programmers knew.

They have tried to cover up the blandness of the sprites by including some of those ever so pretty rotating effects used in games like Pilotwings. Sadly even these look poorly done.

The sound consists of some very



monotonous firing and exploding effects but thankfully over the top of this plays a military style tune which keeps the effects from becoming too annoying.

This is anything but the best shoot'em-up on the Famicom and you'd be better off avoiding it and trying your hand at Gradius 3 instead, a truly class game. The asking price is also a touch too steep.

X-RATING: XX

**Gameplay: 10/20
Lastability: 7/20
Presentation: 8/20**

**GAME: UNDEAD LINE
MACHINE: MEGA DRIVE
PRICE: £38.00
SUPPLIER: CONSOLE
CONCEPTS**

Ooh, look! Another shoot'em-up! This time around your feet are set firmly on terra firma as you engage in the role of a brave knight fighting bravely against evil, paranormal forces over eight different scenarios.

No one knows why the knight is fighting these evil forces; maybe he's had washing stolen, maybe he is just



bored and fancies a bit of action or maybe, and this is the most probable, his girlfriend's been kidnapped (groan!) and you have to rescue her.

When you start the game you have a



Level one is very difficult to beat and this is the easiest level in the game! At least the enemies aren't that nasty here



The best weapon available to you is the light boomerang which guides itself towards the enemies on screens

choice of playing any of the eight landscapes. Obviously you are better off trying the first one to begin with since it is the easiest. Pressing fire will take you to your requested level and the action begins.

Pressing fire continuously launches an array of short sword-like projectiles up the screen, none of this namby-pamby holding down fire here. The first wave appears and is wiped out with ease.

Lying scattered around the play area are various chests which when shot open enable you to collect extra energy, shields or better weapons, depending on what appears before you.



If it is a weapon, for instance, you can keep shooting it to cycle through all the various shots and select the one you feel looks the best.

After a while of constant slog you'll come to an end-of-level nasty-type thing which you must kill before going on. These take either more hits than usual or more accurate shooting to destroy.

You can also travel through river and swamps, immersed half under the water. In the rivers you may have a bit of trouble trying to battle with the current but nothing too serious, while on the other hand swamps tend to slow down your walking speed.

All graphics are well defined and the enemies are all very well animated, the



long snake being my particular favourite. The backgrounds too are detailed and have some great touches.

The spot effects are good and set the atmosphere for the game very well. There is also an above average tune that plays throughout but is slightly quieter than it should be (in my opinion) to make the effects stand out more prominently.

The only real problem with the game is the difficulty level, which, even when set on easy, still remains very taxing. After a while though you'll learn to control your anger and find yourself advancing through the game at a respectable pace.

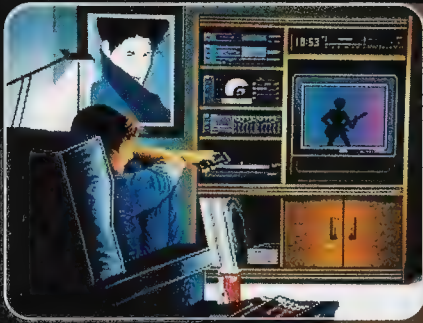
F-RATING: XXXXX

**Gameplay: 15/20
Lastability: 17/20
Presentation: 14/20**



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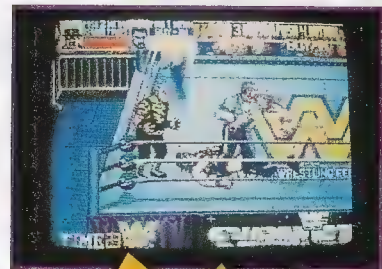
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Looks like Oh No! More Lemmings is the game of the moment judging by your letters demanding level codes! A few of you have sent some in, and for this I am very grateful. As for the rest of you - get weaving! Send your tips to: **Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.**

GRADIUS III

- NINTENDO



What a super-duper whopping great big hooby-doooby shooty-shooty game this is eh? I bet all you lucky lads 'n' lasses are dying to know a cheat for it aren't you?

Well, if you want to receive full power-ups, simply pause the game and then enter the following: Up, Up, Down, Down, Left (button not pad), Right, Left, Right, B, A, Unpause. Now you got el destructo city!

VIKING CHILD

- ATARI

Thanks to a lovely chap by the name of S Fotakis from London, I can now present you with the level codes for this old-style platform game.

- Level 1: OMEGAMAN
- Level 2: PATRICIA
- Level 3: REDDWARF
- Level 4: DEWSBURY

WWF WRESTLEMANIA

- OCEAN

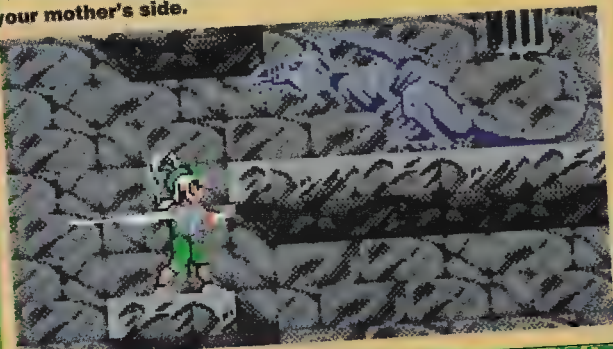
Yet another little tip where our little rodent buddy can come in useful! When you get to the bit where you need to seriously waggle your stick around, simply pause the game, and stick your furry friend into the joystick port.

Then unpause the game and wiggle your chum around in an anti-clockwise direction. Hey presto! Your special move at mega high-speed! Thanks to Chris Dennis from Solihull for pointing that out.

LEANDER

- PSYGNOSIS

For those of you who have been battling through the second world, but can't quite reach world 3, I can now reveal the secret pass code! Simply enter LVFT in the appropriate place and Robert is indeed a close relative on your mother's side.

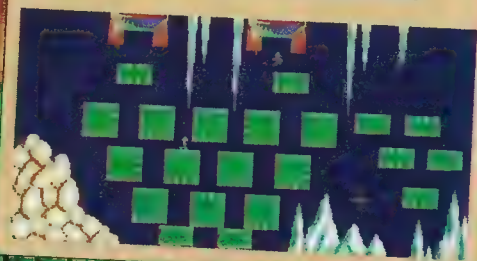


OH NO! MORE LEMMINGS

- PSYGNOSIS

Ooh goodie! Lots of lovely space filling Lemmings' codes to fill up the Tips page for the next few weeks! I've printed the Tame codes before, but I can now safely tell you that we have all 100 codes in the office! Here are the codes for the Crazy level:

- | | |
|----------------|----------------|
| 1: TFLCAHVFB | 11: NCAMUFPBE |
| 2: FLCIHUTGBL | 12: BIMTUNLQBR |
| 3: NCALWTFHBM | 13: CEHPTDOBCP |
| 4: CKLTTGNIBF | 14: KHPTLICCCI |
| 5: CCHSUFLJBM | 15: LSVLICADCI |
| 6: IHSUFLCKBO | 16: RVLKCKMECF |
| 7: LRUGLCCLBN | 17: TDOCCHWFCE |
| 8: RUGLCKLMBQ | 18: DOCKITTGCP |
| 9: VFNCAHUNBN | 19: ICAMVVMHCR |
| 10: FLCKHWUOBI | 20: CIMUVLIICI |



A BUNCH OF SPECCY CHEATS!

sinclair ZX Spectrum

- EXOLON** - Redefine your keys as Z O B R A to gain infinite lives.
 - CYBERNOID** - Redefine your keys as Y X E S (Sexy backwards) for infinite lives.
 - XENON** - Press Break and hold down the keys T I N Y to become immune.
 - NARC** - Redefine keys as G R U T S for infinite lives and a message.
 - TURRICAN** - Hold down N O V to gain 99 lives.
- Thanks to Andrew Checkley from Worcestershire for those. All you Speccy owners can stop whining now can't you?

It's a bit hard this one 'innit? Blinding speed and a ridiculous number of aliens make Cardiaxx one of those games that is just crying out for a player's guide. For those of you in a spot of bother here is the definitive guide on how to work your way through this gruesome challenge.



LEVEL ONE



The mid-level guardian in the first level is the first major obstacle that you will encounter. Try to get as close as possible to it and move your ship very slowly. Keep between the gun turrets and blast away for as long as you're worth. Gently move the ship down with it!



The edge-hogs appear continually and can be easily disposed of by a simple method applicable throughout the game. Follow each around moving as slowly as possible. As soon as it's dead move on to the next target as quickly as you possibly can to save time

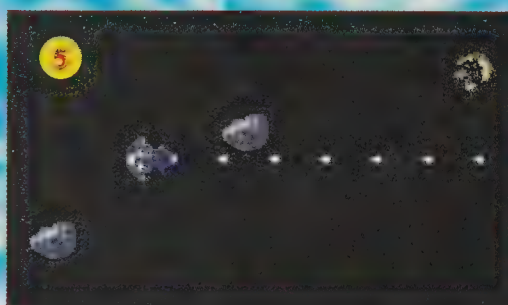


The spirally R-Typey thing is most quickly destroyed by blasting at the head. Try to quickly move backwards and forwards as you go about your task



The end-of-level guardian is a bit of a pussy really. Just move in close and fire barrage after barrage into the central 'eye'. Use similar tactics for the mid-level guardian

DEEP SPACE LEVEL ONE



This first space section is reasonably tame. If you keep your finger down on the fire button and stay near the centre of the screen you shouldn't have any problems whatsoever!

LEVEL TWO

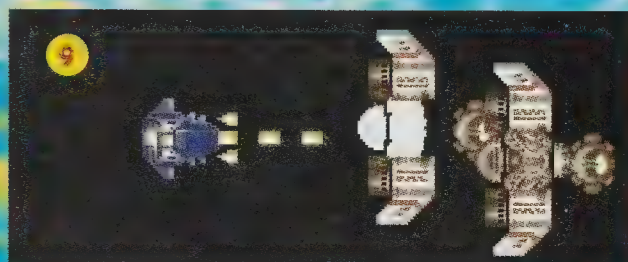
The first snakes that you'll encounter in this level come out of this hole in the bottom of the screen. Move over to the right a bit, turn round and move up and then disappear into the hole above. All you have to do is sit between the two holes and keep blasting away



Beware of the missile pods! Some of the rocks in this level will mutate into these missile spitting monstrosities!



The spiral bubbles move very quickly indeed and must be knocked out with great speed. They will twiddle around all over the place and once the line is broken they will bounce around in a much more random fashion



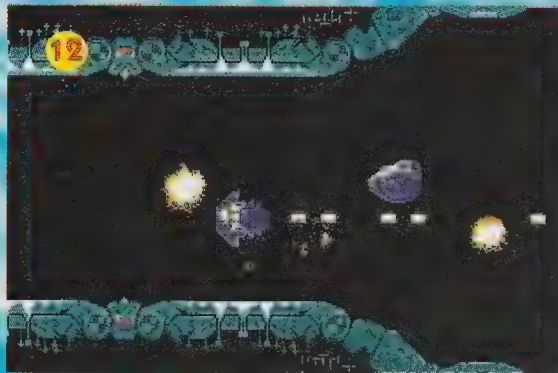
The end-of-level guardian for level two is just as much of a pussy as the level one guardian! Looks a bit familiar as well doesn't it? Use the same tactics as previously outlined

DEEP SPACE LEVEL TWO

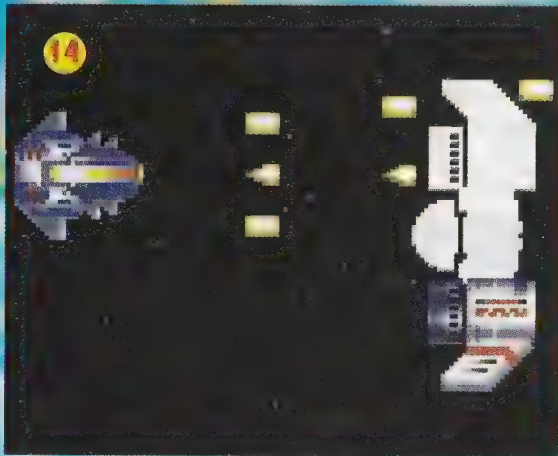
Watch out for the flying saucers in this section since they tend to swarm together where there are a lot of them on screen. Hold down fire and create a 'ripple' effect with your laser across the entire screen



There is a rock storm within the level which can easily be handled by shooting all the rocks. Keep towards the top of the screen

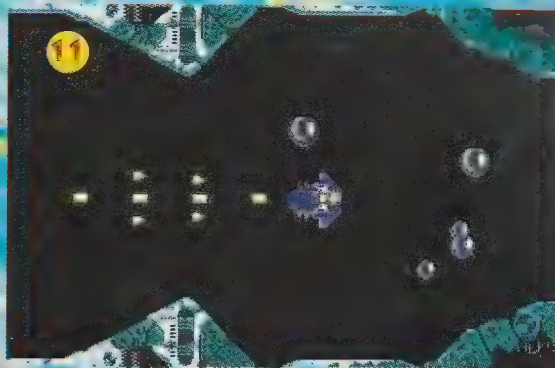


Wot? Another end-of-guardian that looks exactly the same as the others? Guess what? You can beat it with exactly the same tactics as all the others in the game!!!

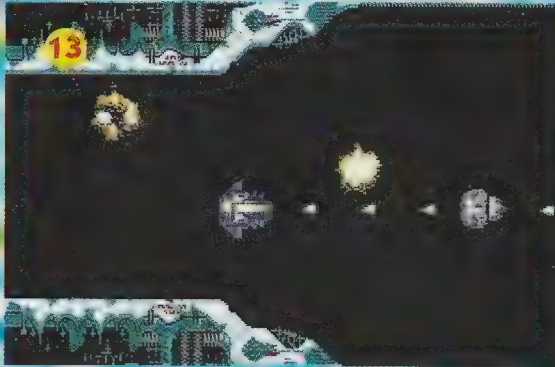


LEVEL THREE

The spiral bubbles again! As before they react very quickly but in this case they are much more vicious. You'll have to stay on your toes

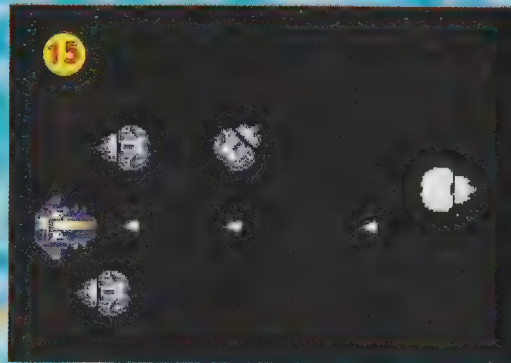


Large swarms of the saucers appear yet again! These can be quite easily handled by staying in the centre of the screen and just blasting in all directions!



DEEP SPACE LEVEL THREE

Yet again you will encounter the ships that swarm but here you will find that they move considerably faster and are much more accurate. Move around very quickly and zip backwards and forwards firing all the time. There is no strict strategy for this level because the ships are random



LEVEL FOUR



An ENORMOUS wave of bubble aliens! Try and stay to the left and keep firing into the middle. When it disperses try and wipe the aliens out as quickly as you possibly can



A huge wave of ships looking remarkably similar to yours homes in for the kill! It is very fast and will move in on you wherever you are. Keep rapidly changing direction and try to keep firing at all times. The wave won't last long!

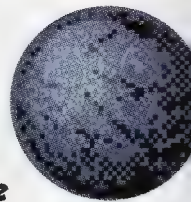


The end-of-game guardian!!! Look! It doesn't half look familiar eh? And guess what? You can use exactly the same tactics as before!!! Just stay really close and stay in front of the orb-like eye. Keep shooting and they will both soon explode

RICK DANGEROUS GUIDE PART 2



The second part of our requested guide on Rick Dangerous 2, also happens to be level 2 of the game. Funny that, isn't it! Anyway, let's get on with telling you about the brief stop off in a particularly chilly spot...



LEVEL TWO - THE ICE CAVERNS OF FREEZIA

6 Jump onto the platform overhead avoiding the ice-cubes, then throw a bomb down into the ice cluster on the right.

7 Watch out for the icicle, it will drop at the last second. The floor is slippery and the icicle difficult to avoid

8 Snowballs will roll down towards you, this is your route out. Jump up just as one falls off the bottom platform

9 Stand just to the right at the top of the ladder and throw a bomb towards the first spike, then run and throw a bomb at the second.

10 Press the switch to stop the first snowblower and then time the run under the second. Hurry or you'll lose a life

11 When you blow up the block try not to stand in front of it. Place a bomb, dive back down the ladder and wait for the guards

12 This snowball machine will miss you if you time the first leap! On the second leap you'll hit the roof before the ball hits you

13 The scooter is difficult to control at first. When you get the neck, remember the force of gravity

14 Allow the guard to walk towards you, then quickly run forwards and backwards. An icicle will fall and kill the guard, saving you ammo

15 To get rid of the spikes hit the switch on the right. Crawl up when the overhead blade has gone, press the switch and crawl back!

16 These snowblowers operate alternately in pairs. They blow four times, so run under after the fourth spurt of air

17 Shoot the enemy guard and throw a bomb into the pit. This also destroys the spikes. You cannot jump across the pit so don't try!

18 Spinning blades cannot be killed and you need good timing to jump over them

19 Don't even think about standing on this block. Instead, go and push the switch and it will fall out of the game, allowing you to progress

20 Once you have fallen down here you cannot jump back up. Throw a bomb towards the encased penguin and set it free. Quickly shoot it or it will kill you!

21 When crawling into this screen pause briefly before continuing. If you don't you'll hit the blade when you fall off the edge and lose a life

22 Jump over these rolling carts. You'll have to have precision timing. Climb down the ladder before another cart appears

23 If you want to enter the bonus room watch out for this ice-block, it will fall away as you are about to set foot onto it. Simply jump before you reach it

Continue here

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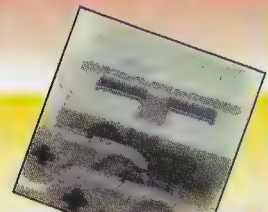
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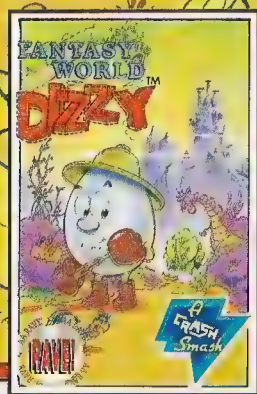
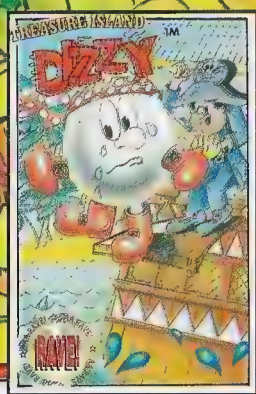
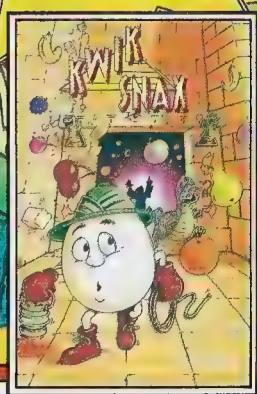
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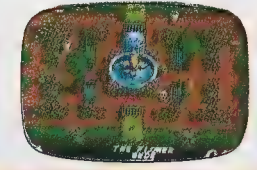
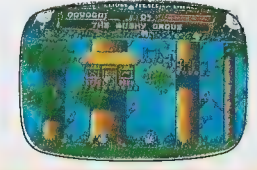
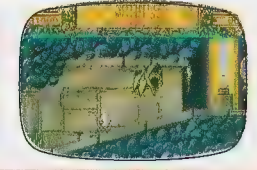
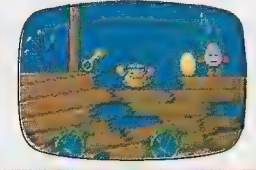
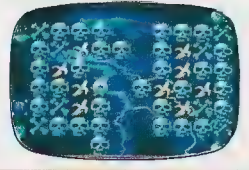
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CODEMASTERS

AMIGA screen shots shown. 8-bit versions feature "DIZZY" instead of "KWIK SNAX"
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Renegade was a smash hit on the 8-bit machines years ago, and despite the fact that it could be looped a number of times during each play it was still the best beat'em-up available. Now it arrives on the 16-bit machines, and is it as good?



Nope! The graphics are unbelievably blocky and messy, they may have looked OK if this was released when planned all those years ago. Now it looks very dated.

Not only does it look bad but also the sound and gameplay are of an equally low quality. On top of all this the game takes an incredible amount of time to load, so you'll sit waiting for it to load longer than you'll play the game!

X-RATING: **X**

STUNT CAR RACER

KIXX £7.99
OUT NOW 16-BIT

Not many driving games come close to the quality of this high action speedster. It involves the player racing around eight different circuits, all of which are raised above the ground. While you race you must also try and beat another driver around three laps.



The tracks are filled with enough jumps, bumps, ramps and banked curves to make Evil Kinevel break out in a cold sweat! The game is viewed from inside the car with the circuit drawn in high-speed vectors while you look out over the huge engine of the car.

As a one-player driving game this would



have been great but with the computer link option which allows two players to race head-to-head it is nothing short of superb.

The only problem I can find is that there is only one other car on the track. Buy this now and you won't regret it!



X-RATING: **XXXXX**

X OUT

KIXX £7.99
OUT NOW 16-BIT

The prequel to the highly praised Z Out is unleashed onto the budget shelves and in my eyes is far better than the follow-up.

OK, so the game style isn't very original but the setting is fairly new. This is a horizontally scrolling shoot'em-up set in the murky depths of an ocean.

You control one of four high-powered submarines as you battle through the many alien-filled levels. Any points that you score during the game can be used as money between levels where you can upgrade your weaponry and buy extra subs.



RATED



Presentation is still above the standard of many full price titles being released at the moment and so is the gameplay. The graphics are all very well drawn and the sounds are all perfectly defined.



Oh, and for those who are just a little curious, the title is pronounced "Cross Out"!

X-RATING: **XXXXX**

ROBOCOP

HIT SQUAD £7.99
OUT NOW 16-BIT

Anyone who, like me, thoroughly enjoyed the film on which this is based will be vastly disappointed with this game.

It involves you playing the role of Robocop to patrol the streets of Detroit and halt violent crimes in a host of platform shoot'em-up levels.

The graphics for this are the best bit about the game but they are far from being excellent. The digitized speech is so laughably bad that I had to turn off the sound while playing.



However the main problem with this Robocop is that it is so unbelievably easy to complete. Level one is the hardest level and if you complete that then you'll complete all of it.

Obbins with a capital 'B'!

X-RATING: **)**

PLAYING GOD

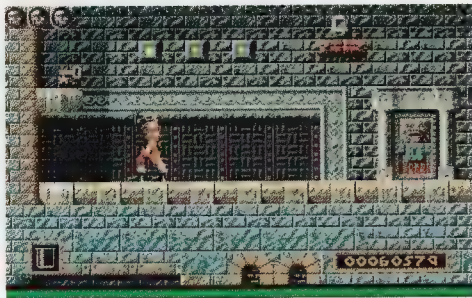
Please can you help me 'cause I'm stuck on Gods. I can get to world one on level two and kill everything but I can't get any keys. I can collect the fire, ice and water gems but I don't know how to use them. Please answer me as it's driving me crazy.

PS: Games-X is fab and Dr X is much cooler than Uncle X.

PPS: Can I have a T-shirt?

Christopher Gordon, Glasgow.

Dr X: Well then Chris, you seem to have done everything except what's required. You dizzy soul! To get past this level you're on the right track with the three gems, but you've got to use them correctly in the gem room to make progress.



Here I kindly show the room you have to visit. Having switched off one light, I simply have to return with the other gems and, bingo! The key is lowered and you can sing praises for Dr X and country

The gem room has three lights to be turned on. Carry one gem at a time and walk past the lights, the gem will automatically disappear and the light will turn on. Repeat for each. The key on the ledge will gradually lower, collect it and find the exit yourself!

Yes Games-X is fab, I only work for the best, and thanks for the compliment. Uncle X is nothing more than an uneducated lummock! I'd love to send you a T-shirt, but Unc has them under lock and key and refuses to let you have one, the spiteful swine.

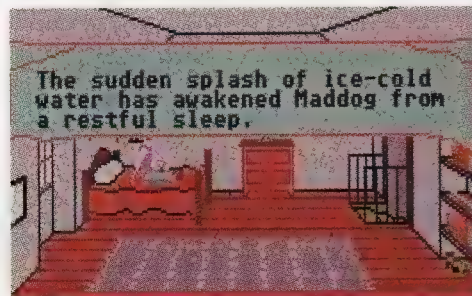
AIN'T NOTHING BUT A HOUND DOG...

Please, please, pleeeeeease help me! I've been playing that excellent adventure game, Maddog Williams for quite a while now and I'm completely stuck. You see, I've got through the tunnels etc etc and got to the Cyclops. The thing is, how do I get rid of him? I'd be so grateful if you told me; it's giving me sleepless nights!

G Smith, Edinburgh.

Dr X: If you think Maddog Williams is tricky, you ought to try dealing with my missus, she's a real mad dog, but that's another story. To get past the Cyclops is simplicity itself and is done in the usual Maddog humour.

Approach the Cyclops, but before you reach him,



A splash of cold water does wonders when you're snugly tucked up in bed. Why this screen, with no Cyclops? Because I was too grumpy to play that far into the game, thank you very much



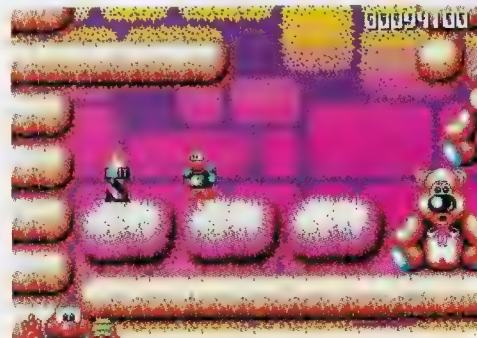
drink the Potion of Changes. This turns you into a rock and, befuddled by the situation, the giant promptly kicks you off screen into the village. Et voilà! You can continue your quest unhindered.

GRIMSBY FISH DOCKS

I have a problem with Robocod. I can complete the first door but I am stuck on the first section of door two. How do I get to the exit? Do you have to go up to the top of the coloured sky? And if so, how? I hope you can help me.

Joe Card, Mereworth, Kent.

Dr X: Well Joe, you are a card aren't you? You're certainly not an ace because your problem is so pitiful I simply had to answer. That is, after I finally managed to recover from my fit of laughter. I can't believe you're stuck on such an early level, and you've still got the audacity to write to me about it!



The elusive exit on the first part of door one. I've explained how to get here so I'll be damned if I'll show you again!

I'm not one to mock poor unfortunates like yourself, although I'm tempted, sorely tempted. The second level exit is easy enough to find and to get there you simply have to leap on the moving chocolate blocks. Your problem, I believe, lies here.

When you reach the fluff at the end, extend your body upwards to grab the platform, then leap from one small fluffy bit to the other. The exit is further along and down one of these. Surely, you can find it yourself.

A POEM

American football is the best,
With John Madden and the rest,
So if you could make some arrive,

Dr X

The year wanes mercilessly on,
soon the trees will be a'blossom
and the lambs a'leaping. Ahh. Sooner
the better. Once winter has moved
on I might be in a better mood but
until then, be warned! A wise man
once said, "a game's only as good as
the player, but no game is better
than Dr X." Need I say more? Prove
this point by writing to: Dr X's
Country Clinic for the Gamingly
Insane, Games-X, Adlington Park,
Macclesfield SK10 4NP.

Without having to be deprived,
Of spending money for years on end,
Upon me you could depend,
To buy your mag until I die,
Because your mag is the best I can buy.
PS: Dr X is the best at Games-X.
Peter Fellows, Bridghouse.

Dr X: Very fancy Peter, but what's your problem? I've got this inkling that you're on the gravel for a free game or two. I'd love to help but I'm afraid to succeed as an aspiring poet you have to understand the quality of human suffering. So hop it.



Here's a pretty picture of the game which inspired the poem. Shame I'm not sending it to him, never mind. I may be tempted though, that is, if I receive some better poems, let's hear from all you closet Shelleys

Try going to school with jelly in your shoes or even stand naked in a frozen pond and then, who knows Peter, we may have a new Poet Laureate on our hands.

ELFY DOSE OF HELP?

Please can you help me on the second part of level three of Elf. I attacked the man with the boxing glove to get the password, I used the knife to get the gold statue out of the cage, I gave the guard the password and then gave the statue to the Indian chief sitting outside the temple. The chief took the statue and said I could pass if I wanted to but when I tried to pass the door was locked. Help!
Pauline Matthieson, Glasgow.

Dr X: Now that's my kind of letter with no ambiguities. Unfortunately, your problem shouldn't exist. You've done everything correctly and I can't understand why you're stuck. The only tip I can offer is to move to the door ensuring the joystick is held to the right. That's all!

Knightmare



"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest when so many others have failed?"

I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.

Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther's amazing re-creation has everything.

Using the same game system that made 'Captive' adventure game of the year for 1990, 'Knightmare' makes dungeons and dragons games seem like newts splashing around in a muddy puddle.

'Knightmare' is a sophisticated role-playing adventure where you are

challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

Your journey takes you deep into the dungeons of Dunshelm, to a cataclysmic meeting with Lord Fear and the unthinkable horrible FrightKnight.

Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, alacrity and, above all, courage.

But you have all those things, don't you...?



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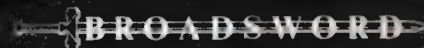
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Written by Tony Crowther.



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This week, we're taking a break from the Pacmania Challenge to venture forth into Robin Hood Country for a trusty Street Talk at Megacom in Nottingham, a shop brimming with oodles of goodies from the Land of the Rising Sun.

This week in Nottingham

STREET TALK

Adrian Draper (16)

At the moment I'm saving up for a Super Famicom. I'm thinking about getting Super Soccer because it's really good but I also like Street Fighter. My second choice would be an Amiga. I certainly wouldn't get a Mega Drive; they're too overrated.



I'm a big football fan and support Nottingham Forest. I like a bit of rave music, you know, something to get down to.

Jason Rutherford (17)

I've got a Mega Drive and a Famicom; my favourite is the Famicom. Games aren't too expensive and since they're imported they're usually pretty good. The worst game is Castlevania IV which ain't no fun at all.



I watch a lot of football, I'm from Nottingham but I support Leeds United. I like anything musically, but Indie mainly. As games machines go, anything will do.

Junior (17)

I've got an Amiga but I also borrow such others as the Mega Drive, PC Engine and Super Famicom. Some games are better on different machines; the PC Engine is good for shoot'em-ups, the Mega Drive games tend to be easy, and the Famicom has better graphics and the zooming in and out is much better on it.



Decapattack is such a rip-off, the ultimate useless game. Thunderforce III is still good and Sonic has great graphics. Pitfighter is a good conversion, it's just a shame about the zoom in and out though.

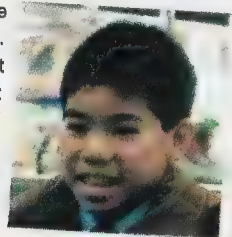
Dean Benell (17)

On my Nintendo Game Boy the soccer game is my favourite, while the worst has to be Tetris which comes with it. It's awful. I'm quite happy with my Game Boy and I'm not looking for any other machines, although the Famicom is OK. I like weightlifting in my spare time and I do the occasional water skiing.



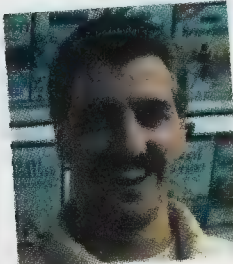
Kon Dan (12)

Street Fighter II is dead good but I don't know what my favourite game is because I've got lots. Altered Beast is rubbish. My favourite machine is the Mega Drive. It's really good. I play it a lot and aren't bothered about others like the Famicom. I really fancy a Mega Drive CD, it's really good, especially a game on it called Creep Busters.



Adrian Doyle (28)

Games like Fantasy Zone II are really good, and Alex Kidd in Miracle World is brilliant. I've got the Sega Master System II, the new one with the disk drive thing or whatever on it (?). The kiddies have the first one that came out and every now and again I have a look around, get a few bits and bobs, and swap 'em with brothers or whatever.



I'm a curry man and I like a Chinese takeaway now and again. I do full contact karate twice a week and I'm a second Dan Black Belt!

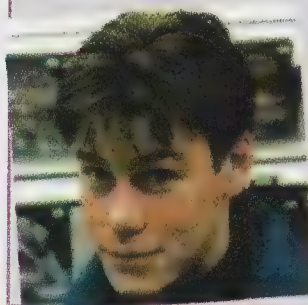


Thomas Williams (19) and Kennedy

The Mega Drive is my machine which I've only just got and I like Sonic the Hedgehog on it. I play football, I don't really watch it, I play for Clifton All-Whites. Talking of sport, sport games are meant to be really good on the Mega Drive and when I get some more money I'll be able to buy more.

Phillip Evans (24)

My experience of playing is that my friend bought a Mega Drive a week or so ago and I'm thinking about buying one or a small hand held Sega. The hand held has a TV tuner so I'm tempted with that.



I come into this shop especially because it has Japanese imports which really aren't available anywhere else. I'm not particularly sure what I want, I thought I'd check things out. I cycle and play football and I'm a season ticket holder for Nottingham Forest.

SHOP TALK

The ones that sold the most

Shop Managers - Kelvin Choong (25) & Steve Low

The shop has been open for two years now and has branched out from distribution and changed its name to Megacom. The best-selling machine is definitely the Mega Drive, with Sonic the Hedgehog being the top game.



We try to get anything coming out in Japan first by importing directly.

We have the Mega Drive CD ROM, Super NES and Famicom, the Neo Geo and PC Engine with its CD ROM, as well as all the latest gadgets.

We supply to big companies like Microbyte and both mail-order and distribute all around Europe. We only sell 16-bit machines because they are much better.

- 1...Sonic the Hedgehog
- 2.....Pitfighter
- 3.....Robocod
- 4.....Golden Axe II
- 5.....Quackshot

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37

1991 was one heck of a year for the Gremlin Graphics crew and 1992 looks set to be even better! Market leader of the car racing genre, the Sheffield-based software house is ready to take on the strange world of fantasy role-playing with its mega game, *Daemonsgate*.

Sneaky



DAEMONSGATE 1

DOROVAN'S KEY

Six months ago all contact was lost with the ancient kingdom of Elsopea. The rulers of the civilised kingdoms didn't fret too much though.

The Elsopeans were a strange race and since the fall of their empire, over a thousand years ago, they had lived in reclusion, rarely coming into contact with their neighbours.

Two months ago reports began to filter in from the small hamlets situated to the south of Tormis. Fresh rumours abounded of a large Daemonic army, moving through the

border peaks from Elsopea and laying waste to everything directly in its path.

Although the garrison at Tormis did attempt to impede the army's advances, this was to no avail.

Soon Tormis itself fell under siege and cries for

help from other cities were ignored as the world prepared for the worst.

Alone and without aid from neighbouring cities, the downtrodden inhabitants of Tormis could do nothing but sit and wait it out.

It seemed the Daemonic army had the same idea, being content to encamp around the city walls and let the people of Tormis stew.

BEHIND CLOSED DOORS

Two weeks into the siege and the people of Tormis were still remarkably calm. However you, Captain Gustavus of the Imperial Tormishan guard, were summoned to a secret meeting of the city council who had hatched a last ditch plan to save the future of their homes.

No one knew why or how the Daemonic hordes appeared; the reasons behind them laying waste to the ancient land of Elsopea remained shrouded in mystery, as did their hunger to snap up new civilized worlds.

The only link known to the council was the rumour of an elderly man from Elsopea. Spotted near the Attien City, it would fall to you to locate and question the fellow.

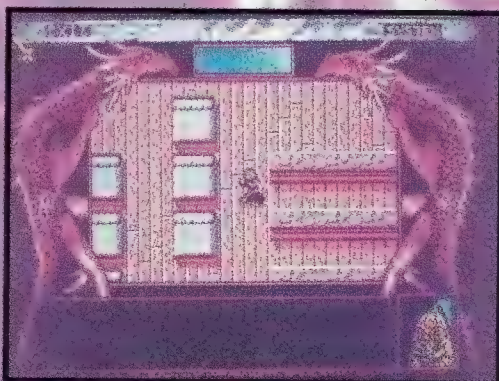
Gathering together an elite band of mercenaries you must find a way out of the city.

Speed is of the essence because although the city can indefinitely withstand the siege, a prolonged assault would have disastrous effects. God speed and good luck!

Daemonsgate is set within a world called Hestor. The programmers have painstakingly recreated a complex civilization including realistic ecology, logical geography and also a complex social structure.

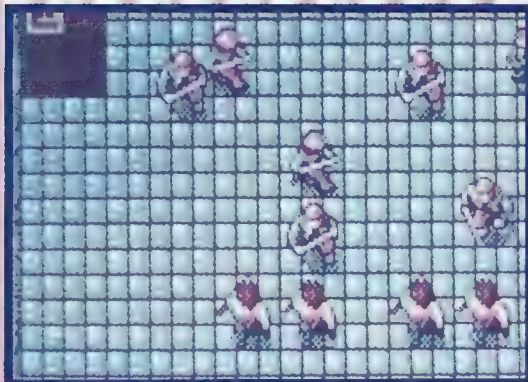
Created over a period of six months, the world of Hestor is one of the most realistic fantasy environments ever created for a computer game.

As Captain Gustavus, your task is to uncover the mysteries behind the Daemonic army's origins. You will control a party



Peek

Your character can be equipped with a number of different types of armour and weapons. Be careful not to overload yourself or your movement points will suffer



of up to eight characters, utilizing their skills and abilities to overcome tasks and problems that lie in your way.

All the characters are intelligent inhabitants of the world who, when not part of the group, go about their business completely independently of the players' actions.

In addition to your character, there are another 32 individuals willing to join you and a further 128 major non-player characters essential to solving the mystery.

Available very soon, Daemonsgate will appear on the Amiga and ST at £34.99 and the PC retailing for £39.99.

Gremlin is also running a competition in conjunction with the game.

Contained in the packaging are a number of questions which can only be answered by having played the game.

The first person to answer all of the questions correctly will win themselves a life-sized ornate broadsword!



Communication between the many different inhabitants of Hestor is essential if you are to succeed in your mission

IN A WORLD OF ITS OWN

Daemonsgate consists of five major gameplay elements: land travel, town travel, combat, conversation and magic.

Played within a huge area, the complete game covers about 131,200 playing screens, and will therefore take day, weeks, even months to complete!

The game has been programmed by Leeds-based programming team, Imagitec, and will be released under the Gremlin banner.

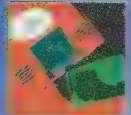


Deciding which of the land's warriors to recruit can be a trifle tricky. Check out their individual stats and skills to discover which one may be of the most use

THE GAMES X NOTICEBOARD

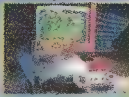
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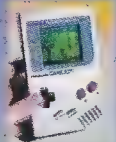


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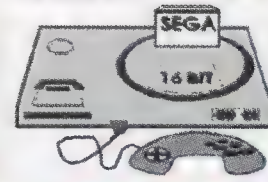
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Sneaky Peek

Deep among the stars lies a desolate moon; a seemingly barren wasteland and inhospitable planet. Dune, however, is the most important star in the galaxy. It holds a secret that many would die for...

DUNE

Frank Herbert's epic science fiction novels have caught the imagination of thousands of readers and even inspired a blockbusting movie. The game follows the book's storyline very closely as you assume control of Paul Atreides.

Son of Lord Atreides, Paul is the heir to a wealthy nation. Unbeknown to him, he is the son of Bene Gesserit, priestess.

Although the mystical Bene Gesserit is forbidden to bare male children, legend has it that a child would be raised and would possess unimaginable powers. Is young Paul the fabled Maud'Dib?

DOWN IN THE DUNES

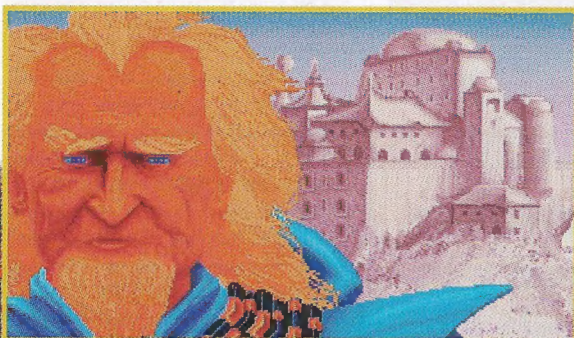
Dune is the only place where the most precious substance known to man can be found – the Spice Melange, vital to space travel and for expanding life and consciousness.

The universe is ruled by the Padishah Emperor. In turn, certain sectors are governed by races and Arrakis is under the rule of the war-like Harkonnens, a brutal, determined people.

Baron Harkonnen is at liberty to surrender the Spice Melange to the other galaxy Houses, but instead he stores it for himself and declares war on the House of Atreides.

Having assassinated his father, the Harkonnens look set to conquer Paul's inheritance but the Baron has failed to foresee Paul's meeting with the Fremen. It falls to him, with the skilled warriors, to put paid to the Harkonnens' schemes and ensure the survival of his House.

Available from Cyro Software and Virgin Games, Dune will be out on the PC and will be released around Easter time.



The Fremen are a noble and highly sophisticated race. Shunned by the Harkonnens they could be the vital link if Paul is to save his family and his honour



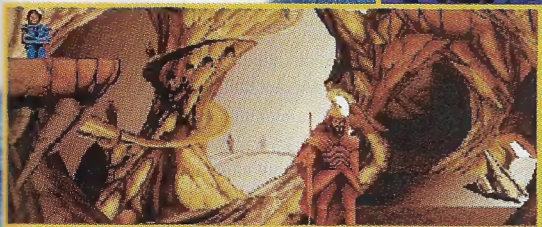
The Baron's blood-thirsty son looks rather like a rock star with a criminal record. Hating the Atreides, he's a most worthy opponent



Large, blubbery, brutal and in need of the F-Plan diet, the Baron Harkonnen is not a man to be crossed



Arrakis is plagued by huge sand worms which can feel even the slightest vibration. You'd be wise not to travel by foot, and are advised to use this ever so handy glider-type craft



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Uncle X resolves to be as helpful as a very helpful person. Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.



NEW YEAR'S GREETINGS

I've been collecting Games-X for ages and I've got nearly every issue. I own a Game Gear and have only got two games, Monaco Grand Prix and Wonderboy.

When will Chase HQ be coming out in Britain? Where will I be able to find it? How much will it cost?

PS Happy New Year!!! Right, now that I'm the first person to wish the Games-X team a Happy New Year don't I get an utterly brill Games-X T-shirt like the lad in issue 33 who got one for being the first to wish you a Happy Christmas, please?

PS What is Shinobi like on the Game Gear?

Andrew Martin, St Asaph, Clwyd.

Unfortunately there are no plans as yet to bring Chase HQ out on the Game Gear.

If you like beat'em-ups give Shinobi a go. It's a great game with an X-rating of four and a half. As for the T-shirt, sorry, but you ain't the first so no deal.

TRADE OFF

First I would like to ask you to print this letter, if you do I will send you two (two, not one mind) cheats for the arcade version of Bubble Bobble.

Next I have some questions...

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Mark Edwards, Tenterden, Kent.

Right, get those cheats in the post - they had better be good!

1. The Hit Squad has released R-Type for the budget price of £7.99 - not bad for such an excellent game.

2. This is a £7.99 budget title from Hi-Tec. Aimed at the younger end of the game playing population it's quite an addictive driving game.

3. Many full price games, after being out for around a year, are released as budget games. On the other hand there are some games which are programmed especially for the budget market. These tend to be of a very tried and tested formula and do not exhibit any new or spectacular characteristics.

Compilations consist of either budget or full-price games which have been on sale for a while, or a mixture of both.

4. The half meg refers to the RAM which your Amiga has, this is chip memory. As far as the disks are concerned, one meg is the amount of memory available on the floppy and all Amigas can read/write one meg disks, so no problem exists there.

Are you using second hand disks? If so they could be duds and I'd suggest that you go out and buy some brand-new ones. If the problem still persists there might be something wrong with your machine and it may need repairing.

WORD OF THE WEEK: BROUHAHA n. commotion, sensation; hubbub, uproar. As in: My word, what a bally brouhaha those Action people make. Quite sick-making!

1. Can I get R-Type for the Amiga on budget, and is it any good?

2. Is Wacky Racers (Amiga) any good at all?

3. Is there any difference in the quality of budget games, compilations and full price games?

4. I have had my Amiga for about three to four weeks now and although I have read the manual all the way through, whenever I try to format a new disk a requester comes up saying either disk is unreadable use disk doctor to correct it, or disk structure is corrupt use disk doctor to correct it.

I bought my Amiga second hand and it's only half meg. I use one meg Ds, Dd disks, would this make a difference at all?

Please, please, please help me as I am desperate.

PS I won't beg you for a T-shirt, but if

PLEASEEE answer this letter. I hope that everyone at Games-X had a very happy Christmas and New Year. I had a brilliant

SEEN THE LIGHT

LICENCE TO PLAY

NOT BAD LETTER I think it is unfair that games like Terminator 2 and Teenage Mutant Hero Turtles should be number one just because they were good films, when a really good effort and game like Mega to Mania should be number one. So get it together software houses and make a game that lives up to its film twin.

PS Don't you hate that man who advertises Home Pride Cook in Sauce? PPS I have every single issue of Games-X since number one, so I've probably paid for that T-shirt by now.

Mario the Hedgehog, Camborne, Cornwall.

Games from film licencés hit the top of the charts by riding on the success of the film. For example, if someone is well into the Turtle craze, you know they have the T-shirt, toothbrush, action figures, watch, cuddly toy... they are going to go out and buy any Turtle game that appears on the shelves.

In the past, software companies have experienced difficulties when trying to produce a playable game which is based around the film. These range from time restrictions to film company controls. Despite this, with success guaranteed, do the software houses really need to try that hard?

I agree about the guy on the ad. He is nearly as annoying as the Doc. (Yes, but I make a much better Chicken Madras - Doc).

FREE!

one as I received an Atari Lynx with two games.

Well now, considering I have had a Spectrum all my life you can imagine my reaction when I switched it on! I was astounded at both the graphics and sound, and the gameplay was stupendous (Don't get carried away now! - Doc). Of course the disadvantage was that I could never get my dad away from it for more than five minutes.

Chequered Flag was so smooth and addictive, and as for Blue Lightning... well it was so fast and furious! The sound through the headphones is really quite magical.

1. Will there ever be a magazine dedicated to reviewing the Lynx and its software only?
 2. Will Lemmings ever be released for the Lynx?
 3. Could you please tell me some future releases for the Lynx?
 4. Since this is the first time I have written to you could I please have a fab T-shirt for 1992?
- PS I hope 1992 is a good year for all of you.

Alan Nolan, Newtownards, Northern Ireland.

I take it you approve of the Lynx then!

1. Considering the limited amount of software which is available for the Lynx it is very unlikely that there will be a magazine dedicated solely to this hand held. Unless that is, a one-off mag is produced. Watch out in GX for special hand held supplements in the near future.
2. Yes, sometime during the July to September period '92.
3. Early in '92 expect to see Super Squeek, Toki, Hydra, NFL Football, Geo-Duel and many more. Watch out for reviews in Console Connexions.

SMART ALEC

I think your mag is great. I have only just started to read it and I think that it is brilliant. I have a few questions for you.

1. In your opinion which is better, the NES or the Master System?
2. Which do you think is the better game, Mario or Sonic?
3. I have recently bought Wonderboy in Monsterland for my Master System,

could you please give me a rating for it. I am really sick and tired of your smart comments. Would you please stop! (Hear! Hear! - Doc).

PS Don't send me a T-shirt because I don't want one.

Alan Bergin, Kildare Town, County Kildare.

1. The Master System comes out just ahead of the NES in terms of graphics and sound.
2. Personally Mario is my favourite, it's annoying, but totally addictive.
3. Although GX didn't review this game AI 'Console' Simmons has played it. The verdict? Four Xs.
4. That's probably just as well...

TEAM TALK

Contrary to previous bulletins, it has now been established that Nick's pinball machine has been repaired. Hurrah!

It is not yet clear what this has to do with the mysterious appearance in the GX office of a very large cardboard box which mysteriously contains many empty game boxes.

Nor whether the recent arrival of a Golf game on the Famicom, which has sorely tried the patience of just about everyone, is in any way connected with such a speedy repair job.

Only one thing is certain; the calendar Nick also received for Christmas is not going to last the year, since the witty jokes and pictures it contains have already had Feargus beside himself with laughter, and one Feargus is quite enough, thank you!



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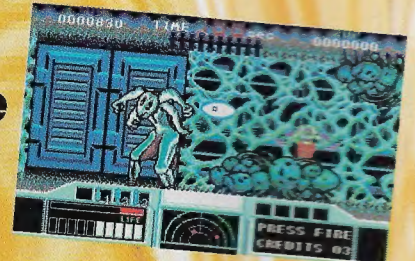
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out Thursday 23rd January

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★ **Space Gun earns its place as Game of the Week**



★ **EXCLUSIVE: The hottest computer and console news coming to you directly from the CES show in Las Vegas**

★ **All you need to know about Robocod in our two page player's guide**



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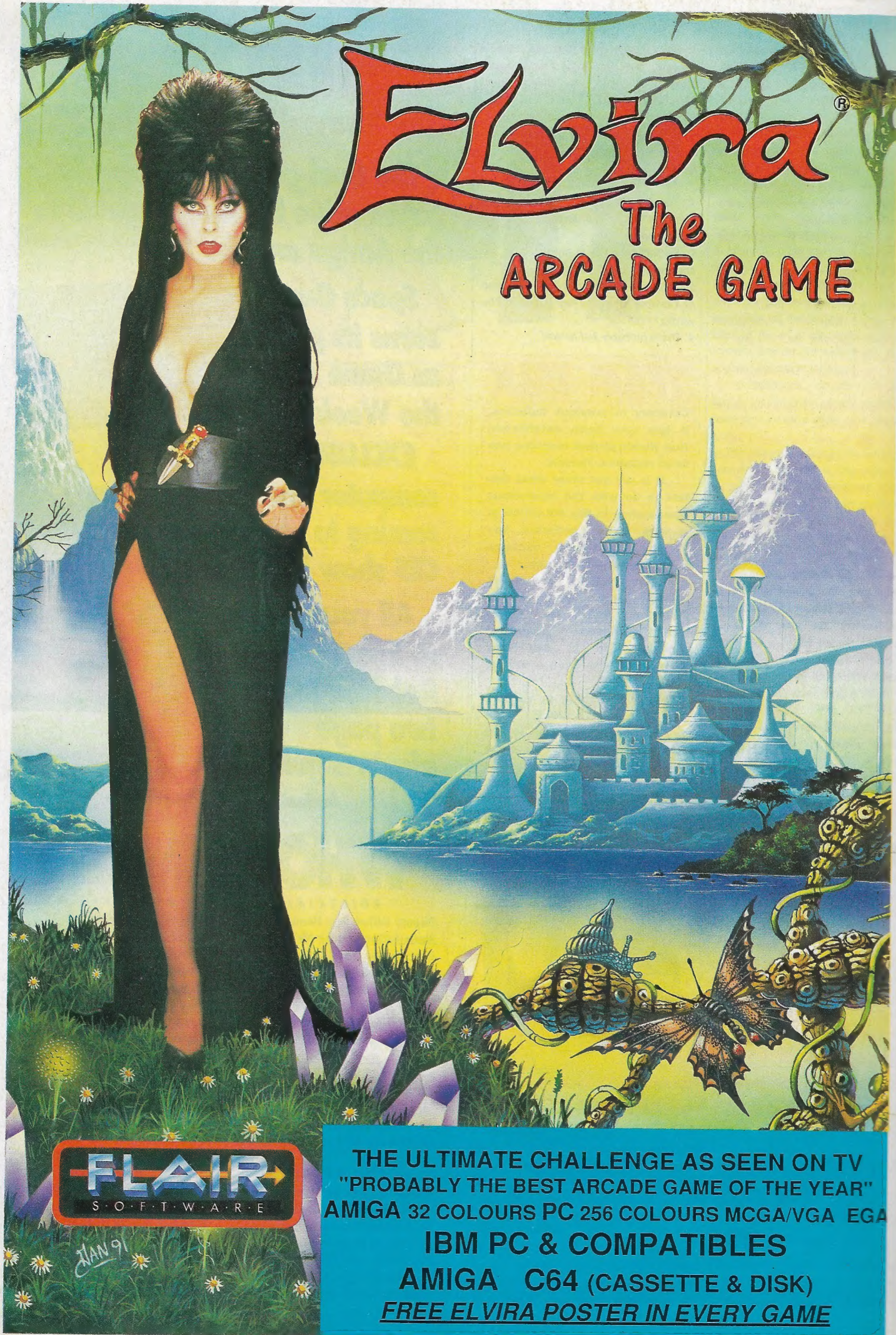
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